

SCROLLHAMMER

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v0.710

Mostly because I can

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Introduction

SCROLLHAMMER

Scrollhammer is an Elder-Scrolls based miniatures combat game. It recreates fast, squad-based skirmish action using a small team or adventuring group. Players command a handful of soldiers or monsters from one of the many different forces in Tamriel.

Taking much inspiration from Infinity, this game is meant to be highly tactical and allow simultaneous involvement from all present players.

Scale and Representation

Each miniature represents a soldier, creature, or monster that is able to move and act independently. The term miniature refers to a figure, fixed to a circular base, whose appearance varies according to the type of entity represented. The cost in game points of every miniature changes according to its combat capability, weapons, and equipment.

A miniature's size is expressed by its base size in millimeters. The most common size is 25 millimeters, representing the common size of most humanoids. Figures that are taller or differently shaped will use a smaller or larger base. For a more enjoyable game, figures should be properly painted and equipped to more accurately represent the forces involved.

A table or any flat surface is needed to represent the battlefield and different elements are required to function as scenery and obstacles.

Scale and Representation

Distances in the game table are measured in inches, using a tape measure or ruler. To determine the distance between two objects, measure the shorter distance between them using the center of a miniature's base as a reference point.

Distances used for movement, shooting, etc. are measured in the same way every time a miniature acts. When measuring any movement made by a miniature, the entire route traveled must be taken into account. (For instance, if a miniature has to avoid certain obstacles by taking a detour, this must be included in the measure taken). If a figure wants to shoot, a straight line is measured between the center of the figure's base and that of its target to determine the distance that separates them.

Preparation

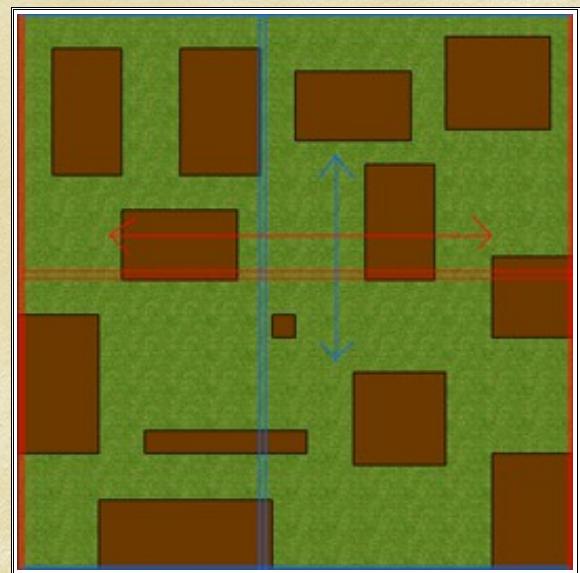
How to Organize a Battlefield

Players must distribute the available scenery elements on the battlefield, taking care to do so in an equitable way except when representing a specific scenario or battle. It is advisable that no more than one foot is kept between obstacles. The battlefield must be organized before performing the Initiative Roll, as detailed later.

The tactical capacity of a player is defined by his ability to adapt the advance of his soldiers to the movements of the enemy and to the conditions of the battlefield: realistic and well-distributed terrain will considerably enhance the realism and enjoyment of a battle.

Deployment Zones

The Deployment zone is the area where the troops of each participating army start the battle. Most frequently it simply counts as the table-edge for each particular player—their models are allowed to be placed anywhere along the end of their side. The position and size of each Deployment Zone can vary if it is a specific scenario or battle.



Players deploy on opposite edges

Initiative Roll

Once you have rolled for scenario, each player then rolls for initiative. Simply roll a D6 and add this result to your leader's WLP. Whoever scores higher can choose to deploy first and have first turn or deploy second and have second turn. The game then begins.

On a tie the highest WLP Leader wins the roll.

Explanation of Unit Data

Attributes

Attributes describe a series of values defining the basic features common to all figures. These are used to accomplish different dice rolls and calculations that determine the success or failure of actions taken by the miniatures in the game. The Attributes are as follows:

- **HP (Hit Points):** Indicates the life force of a figure and the damage it can receive before dying.
- **MG (Magick):** Models with Magick Points are able to spend them in order to cast spells.
- **STR (Strength):** Indicates how strong a model is. Units with higher strength can ignore more armor in melee.
- **AGL (Agility):** Covers the skill of a model with fighting, using ranged weapons, and hitting with spells.
- **SPD (Speed):** Indicates the average distance in inches that a figure usually covers.
- **WLP (Willpower):** Willpower encompasses all the mental skills and mental resilience of a model.
- **ARM (Armor):** Reflects the type of armor a figure is equip with, and how naturally beefy they might be. The higher the ARM value the more protective the armor is. Armor might be L (light), M (medium), or H (heavy).
- **\$ (Septims):** Points value of the figure, its skills, weapons, and spells. This is the primary value used when creating armies or units.

Weapons and Equipment

These are weapons, material, and equipment the models carry in order to perform different actions in the game. Examples of weapons or equipment include Hand Weapon, Shortbow, or Javelin. These are detailed in the Weapons and Equipment section.

Special

These are special capacities or training that models have acquired, or were born with, that enable them to do things that others cannot. Flying, reflecting spells, or attacking multiple times are all Specials that a unit might have. These are detailed in the Special Skills section.

The Troops

Types of Units

A unit, or model, belonging to the same army have generally gone through similar sorts of training and possess similar Attributes, Skills, and basic equipment. A unit has a type that

- **Conscript (C):** The most numerous but least-well trained type of unit, kingdoms prefer not to use Conscript forces unless they have no other choice.
- **Soldier (S):** Less numerous, but more professionally armed, Soldiers make up the main back-bone of the militaries of Tamriel.
- **Elite (E):** Outfitted with the best armor available, Elite forces are generally better trained and quite resilient, but will also normally slower.
- **Support (SP):** Light special forces with their own unique rank. Assassins and Combat Mages fall under this category.
- **Special Units:** Any units not falling under the above.

How to Organize an Army

The first step in organizing an army is deciding how big it is going to be. A number of Septims, or points, are assigned to build an army: the higher the number of Septims, the larger the army. There is no limit concerning the number of Septims assigned for an army, but certain values are recommended.

Playing with armies of 100 Septims per side will give a short battle, while armies of 150 Septims will provide a longer duration. Armies of 300 Septims will see a large battle, although battles of this size are unlikely to take more than a few hours.

Once an army size is chosen, the points must be invested in figures from a given army list (Imperial Legion, Dragon Cut, Warriors of Elsweyr, etc.). Each figure has a listed Points Cost that reflects its efficiency in game terms. All figures have specific skills and equipment included in their Septims cost. As figures are chosen for an army, their Cost is subtracted from the army total.

One of your units must also be noted as your leader. Note that only some units have this special. Also note that you do not have to declare which model is your Leader-hisonly must be mentioned once the model is actually slain.

Line of Sight

Line of Sight (LoS)

The Line of Sight is an imaginary straight line that runs from the center of a model's base to an enemy model. If there are any obstacles in the way that completely block the enemy model from sight, then there is no LoS. Models have a 180-degree field of vision. A target may only be selected by a figure if the model can "see" it, at least partially. An enemy model may not be shot at if any object, miniature, or scenery element totally blocks the LoS. A model must be able to see the target's head or a body area of equivalent size to be able to attack them.

In Scrollhammer, the LoS is reciprocal, applying the rule "If I can see you, you can see me". If a figure can draw LoS to its target then the target can draw LoS to the figure as well (if it is inside its field of vision).

In some cases, due to the positioning of the model or the type of scenery used, the LoS may not be easy to obtain. A good solution to this issue is to get in line with the figure at approximately the same height to check if it is possible to see an enemy. Another solution is to place a ruler or tape measure between both figures: there will be LoS if nothing obstructs the line traced by the ruler.

Figures lacking a LoS are unable to attack unless they have weapons or spells that have Arc Fire or explicitly do not require LoS.

Enemy and allied miniatures in the LoS block it and a player is not permitted to attack their own troops. If the target chosen is bigger than friendly models in the LoS, then LoS is not blocked.

Figures engaged in Close Combat also block LoS (See the Close Combat Section: Shooting miniatures engaged in CC).

Game Mechanics

Dice Rolls

Dice are rolled to find out if a model has succeeded in an action: for example, to see if he hits a target after shooting or to discover invisible enemies.

There are two types of dice rolls: Normal Rolls and Contested Rolls. All rolls are done with two D6 dice. To find out if an action taking by a model has succeeded, roll 2d6 and compare the result with the corresponding Attribute. If the result is the same or less than the Attribute, the action succeeds and the model achieves its goal.

In some cases, Modifiers must be added to or subtracted from an Attribute. A modifier indicates the action is easier or harder than usual- the value will increase or reduce the values of a troop's attributes. For instance, if a model is quite far away, the harder it will be to hit. Therefore a negative modifier must be applied to the firer's AGL attribute. Certain types of modifying numbers can be:

- **Distance:** Weapons may penalize the attacker for distance.
- **Cover:** Modifies both attacker's AGL and target's ARM.
- **Skills and Equipment:** Modifies several attributes.
- **Other:** Modifiers not included in the above categories.

Types of Dice Rolls

Normal Dice Roll

A Normal Roll occurs when a player is not in a direct contest with other miniatures, but is measuring the effectiveness of an Attribute (For example, attempting to land a spell using Agility). If the result is the same or less than the tested Attribute, the action is successful. It is important to remember to add or subtract modifiers from the Attribute before a roll.

Example: A Khajiit has 9 AGL, so he has to achieve 9 or less to hit the target with a Longbow. If the target is 24" away the Khajiit suffers -2 to his AGL Attribute, meaning it will hit on a roll of 7 or less on 2d6. (8-2=6).

Contested Roll

A Contested Roll is used when two or more models engage in a direct confrontation with each-other and it determines who is successful. Most of the time a simple attack or block will be a Normal Roll, only with modifiers applied based on relative Attributes.

Both players roll 2d6 and compare the results with the corresponding Attribute, after the modifiers have been applied. The results of the dice rolls are compared as

below:

1. *Both rolls fail.* Neither achieves their goal.
2. *One roll fails and the other succeeds:* The player that succeeds achieves his goal.
3. *Both rolls succeed:* In this case, the player that rolled the highest score (further below their Attribute) is the winner of the Contested Roll and their action takes effect.
4. *Both are equally successful:* When this is the case the model with the higher Attribute is the winner.
5. *Total draw:* When this is the case flip a coin, roll a dice, or arm-wrestle over which model is victorious.

Face to face rolls are performed when an acting model and a target miniature test their Attributes. This means that the effect of their Attributes is going to influence each other. (For example, when one model attempts to overpower another to pull them off their horse.)

Player Turns and Game Turns

Scrollhammer follows a system of alternate player turns. A player turn sees both players act, with one called the “active player” and the other the “reactive player”. The active player is the one activating and moving his figures, while the reactive player reacts to the movements and actions of the active player. When the active player cannot keep activating his miniatures his turn has finished and his opponent becomes the active player.

A game turn is the period of time that covering the active turn of each player, always in the same order, determined by the Initiative Roll (See below). For instance, a game turn covers the active turn of Player 1 and Player 2 and always in that order.

Actions

During a game turn, every model upon the field has two Actions, or orders, and a single Reaction. During the active player's turn they are allowed to Activate any one of their models and then assign Actions to this model, so long as it has enough remaining. Once a player has no more models that are capable of Acting, or does not wish to assign Actions to any more, it is then the other player's turn. Once both players have so acted the player turn is assigned back to the first and models are given Actions and Reactions once more.

Types of Actions

There are three types of Actions:

- **Short Action:** These can be used on their own or combined with a Short Movement order in the same Action.
- **Long Action:** Long Actions require both of a model's actions to perform and cannot be combined with any other action.
- **Reactions:** Reactions are a free response, or counter-order, that each model has. Each model only has one of these each game turn.

SHORT ACTIONS	LONG ACTIONS	REACTIONS
Move	Sprint	Parry
Climb	Search	Block
Reload	Reload Crossbow	Go-to-ground
Use Item	Wait	Counterattack
Attack	Cast Spell	Reactive Spell
Shoot	Capture	
Climb	Fast Climb	

Reactions

Figures in the Reactive player's army may act in the Active player's turn to answer the use of an Action by the activate player, **only against the miniature that is activated by that action**. If a model is granted a opportunity to use a Reaction they may not choose to use it upon a different non-acting model.

To react to the spending of an Action, a reacting figure must fulfill all the ordinary requirements to execute the Reaction that will be used to react. (For example, if they wants to shoot, they must have a LoS to the target. If they choose to Cast then they must have the necessary Magic Points). They must also have a Reaction to spend.

It is compulsory that the Reactive player declares the Reaction of all his figures in LoS with the miniature using an Order, immediately after the active player declares their own action- you must remember to call out Reactions as soon as the other player declares their own normal Action. As soon as this round of Reactions are called no models may react further against the acting model, even if such an opportunity may present itself.

A Reaction is always simultaneous to the Action it reacts to. This means that if the first model Attacks, and the reacting one Counterattacks, they may deal damage to one-another and kill each-other at the same time.

There is no limit in the number of miniatures that can react to a figure using an Action, as long as they have yet to React this game turn, and have one to spend.

Order Spending and Reaction Procedure

1. Choose the model which will act; it is activated
2. Declare the Actions, announcing what it will do
3. Enemy models within LoS may React if that player so chooses
4. Rolls are made for all Actions and Reactions

Example: An Imperial Legionary uses his Action to sprint. When this sprint resolves, and takes him into line of sight of two of Duke's models, Duke is given the option to activate his two unit's Reactions for this game turn. One of them does not have anything that may help, so he opts to not use that model's Reaction, but the other will cast a Reactive spell. Because this Reactive spell is an attack, Duke subtracts magicka as normal, and then rolls against that model's AGL to see if it hits the Imperial Legionary.

Example: Duke's spellsword uses a Move-Attack action to move up to two Skeletons and attack one of them. The Skeleton being attacked opts to use its Reaction to Block, while the other decides to Counterattack. Duke rolls against the ARM of the first Skeleton to see if he deals any damage, and then the other skeleton does the same to Duke's spellsword, due to its Counterattack.

Deployment and Initiative

The Deployment and Initiative are determined by a dice roll and a "Field or Ball" system. Before starting the game, the players must make a Contested Roll. The winner has the option to choose between winning the Initiative or choosing the Deployment order. Choosing one of the two options means transferring the advantage in the other one to his adversary.

Deployment

If the player takes the Deployment option, then he chooses which side of the battlefield he will deploy and then chooses which player will place their models first. Note that each player can place a single model in reserve while deploying. This miniature is placed after his opponent's initial deployment (if placing first) or after the opponent has placed their reserve miniature (if playing second).

Initiative:

If a player takes the Initiative, then they decide, according to their best interest, who will be the first active player. This playing order is kept for the entire battle.

Leader Death:

While you do not have to declare which model is your Leader, once they are removed from play all your units must make a WLP check against Fear.

Combat

Melee

Melee, the art of strike and parry, is the measure of a warrior's skill. It is only by the warrior's own strength, prowess, and agility that they are able to carve their way through opponents and claim victory. Only the truly skilled and brave are able to survive in the thick of combat.

In order to attack in melee a model must have a weapon and be in base contact with the target.

SUMMARY OF ATTACK

- | |
|--|
| 1. Choose a target in base contact that is not Invisible |
| 2. Choose which equip weapon to attack with |
| 3. Spend an Action to attack the target |
| 4. The attack automatically hits, unless the enemy Parries or Goes-to-ground. |
| 5. For every hit received, the target must make an ARM roll in order to avoid the wound. The roll required to avoid a wound is modified by the attacker's STR and type of weapon being used. |
| 6. Wound Markers are placed or the miniature is removed as a casualty. |
| 7. Any special effects from the attack take place. |

Weapons with an Armor Piercing value (AP) will decrease the ARMs value of the attacked model. For every STR the attacker has above 7 they benefit from +1 free AP.

Example: The Orc Berserker is using a Claymore and has 9STR; his Claymore grants him +1 AP and his STR grants him an additional +2AP, for a total of 3AP. Hit models must roll against their ARM-3 to avoid taking damage.

Some models may have a special called Extra Attack. When this model makes an Attack action they get to attack twice rather than once; after declaring their first target they then select an additional target, or the same target as the first, to swing at with their Extra Attack.

Example: The Alik'r Mercenary has the Extra Attack special, at least temporarily. He has used an Attack action targeting a Flame Atronach; he then also gets to choose another model in base contact to hit with his Extra Attack. He chooses to attack the Flame Atronach again with this.

Parrying an Attack

The most common reaction to an Attack will be Parry- the attacked model attempts to knock aside the blow or dodge out of the way.

Rather than hitting automatically, the Attacker must make a roll against their own AGL. For every AGL the defender has over the attacker's the roll will be penalized by 1; this means that the attacking model will use their own base chance to hit and be penalized and made less likely to hit by more skilled opponents.

Example: An Oegn is Attacking a Bonelord with 7 AGL. The Bonelord declares a Parry reaction and has an AGL of 9. Because this is two higher than the Oegn's 7 he must roll under or equal to 5. (7-2=5).

Blocking an Attack

Another common response is to Block; the attacked model lowers their center of gravity and braces their body against a shield.

The defending model is hit automatically, but rather than roll at normal ARM, they receive a bonus based on the shield they are using. Most Shields grant +2 ARM when blocking, but heavier Tower Shields can grant up to +3 ARM. Note that specials that apply on hit will take effect whether or not the attack is successful.

Example: A Legionary is attacked by a Frost Atronach. He opts to Block; the attack automatically hits, but his ARM is increased to 9 (7+2 for his Shield item). This will still be decreased by the Frost Atronach's STR, down to a 6. (9-3=6).

Counterattack

Heavily armored or suicidal models have the option to forgo any sort of defense and strike back at their attacker. Normally this is not a good idea, due to the fact that models strike each-other simultaneously.

When your model is targeted, and is able to make a Reaction, and has a melee weapon, you can choose to declare a Counterattack Reaction. Simply make a quick melee attack with this model against a target after their own attack is resolved, but before models are removed. Note that it is wholly possible for a model to be attacked, Counterattack, and then both be wounded and removed from the game.

Ranged Attacks

Arrows and other projectiles are deadly weapons upon the battlefield- a heavy crossbow or longbow, well aimed, can punch straight through armor. Lucky blows can ignore armor entirely, or strike weak points along a monster.

In order to Shoot a model must have a ranged weapon and be within it's listed range.

SUMMARY OF RANGED ATTACK

1. Choose a target in LoS and within range of the weapon
2. Choose which equip ranged weapon to attack with
3. Spend an Action to shoot at the target
4. Roll against AGL to hit. The enemy can Block or Go-to-ground to try and avoid it.
5. For every hit received, the target must make an ARM roll in order to avoid the wound. The roll required to avoid a wound is modified by the attacker's STR and type of weapon being used.
6. Wound Markers are placed or the miniature is removed as a casualty.
7. Any special effects from the attack take place.

When a player declares that a model is going to Shoot an enemy, he must make a 2d6 roll against AGL to check if it has succeeded.

If the targeted figure has LoS (is not shot from behind) they get to use their Reaction, if available, to Block or Go-to-ground. This allows them to receive bonus ARM if hit, or roll against AGL to dodge the hit(s). If the targeted figure does not have LoS then they are not able to use their Reaction against the attack, are probably going to be hit, and be generally unhappy about the whole thing.

Some weapons have an additional, longer range listed. When a model fires within this range they take a penalty to their AGL when rolling to hit.

Cover is scenery that allows figures to receive Modifiers against Shooting attacks by partially covering them from their attackers. In order to receive cover Modifiers a figure must be in base contact with the scenery. A figure is in cover if it is partially visible (With a part of the body of approximately the same size as a head showing) but scenery obscures the rest of it. If a figure is not even partially visible to a shooter then there is no LoS and the target is in Total Cover.

- **Partial Cover:** The attacking model has -2 to hit.
- **Total Cover:** There is no LoS to attack.

Attacking with Thrown Weapons

Thrown Weapons work similarly to other ranged weapons, but there is only so much ammunition that might be carried. Javelins, throwing knives, throwing axes, all of them may only be used a certain number of times before the model runs out.

Most Throwing Weapons will have a number listed before their name- such as 2x Javelins. When the model attacks with the Javelin note that the number has decreased, and when at 0, the model can no longer attack with them.

Dual-Wielding

A model is capable of using two single-handed weapons at the same time. When a model equips two such weapons, they gain the Extra Attack and Unwieldy special rules, and all weapons are treated as basic Hand Weapons. For example, this means that duel wielding daggers or flails will lose their own special rules and become basic weapons.

Blast

Sometimes an attack might be denoted as being Blast or Large Blast- this means that the attack is not a small projectile but an eruption of flame or shrapnel.

Instead of choosing a target, the attacking model may instead place the template anywhere within range and LoS. The models within the blast radius are allowed to make a reaction, and if it hits, all are struck. On a miss the Blast weapon misses entirely and has no effect.

The two types of blast are:

1. *Blast*. Uses a 3" circle template.
2. *Large Blast*. Uses a 5" circle template.

Spells

All of the common races in TES are capable of focusing raw energy into spells. This raw energy, often referred to as magicka, flows from Aetherius into Mundus by way of the sun and stars. Those with the aptitude are able to fashion powerful spells or enchantments using this same energy.

There are three types of spells:

1. *Ranged spells*: Requires a target within range. If it is an attack than you must roll to hit.
2. *Touch spells*: Must be in base contact with the target, and if an attack, you must also roll to hit.
3. *Self spells*: No roll needed to hit.

Note that the standard spell is a Long action to cast; this means that you cannot normally perform a Move and Cast action in the same turn. Other spells can be Fast, and only take a Normal Action, or Reactive, which is both Fast and able to be used as a Reaction.

To cast a spell the model first must have a Spell listed on it's profile, have the necessary amount of Magick Points remaining, and have an open hand or special spellcasting weapon. These Magick Points points are deducted as soon as the Cast action is declared. The only way to recover Magick Points is by using Mana Potions.

A model that has more than one spell can purchase additional spells, or choose to swap out their old ones for very similar spells, should they so choose. This is detailed in the Upgrades section.

There are six colleges, or schools, of Magick. Very similar spells are often classed within the same college, based on what it is they do. This does not have any game-play implications* but is useful for categorizing spells.

*The school of **Destruction** is one of the six schools of magic. It is concerned with dealing damage to all forms of matter, both living and non-living, and with making matter more vulnerable to such damage.*

*The **Restoration** discipline is not considered to be one of the "great schools". Restoration spells heal, restore, and fortify the body's attributes and abilities, cure disease, and protect it from other malign influences.*

***Conjuration** magic is the art of summoning creatures or items from another plane. This school can be used to summon a wide range of daedric creatures, weapons and armor.*

***Alteration** is one of the six schools of magic. Spells in this school change the world around the caster so normal physical truths no longer hold.*

***Illusion** is one of the six schools of magic. It is similar to Alteration magic in that it seeks to change the world around the caster but while Alteration magic literally changes the world, Illusion magic is limited to only the mind and perception.*

***Mysticism** is one of the six colleges of magic, and the one least understood. The spells in the school have their origins with the Psijic Order of Artaeum, who call their study the "Old Way". The spells in the school can be divided into five main sections: transport spells, detection spells, absorption spells, reflection spells, and "other".*

Other Actions

Climbing

If a piece of terrain, or monster, has a ladder or similar climbing tool an infantry model is capable of climbing it. This is a standard action and allows the model to move half their normal SPD up or down. This can be extended into a Long action to move a further inch up or down. When a model Climbs they are only able to Parry or Go-to-ground, and if they Climb as a Long Action, they get no reactions at all.

Loading

Certain models are able to Load and Transport other models- when this is the case they are marked as having the Transport special rule. A turn in which the Transport does not move, models in base-to-base contact with it may use a Climb action to begin climbing up a rope ladder or the beast's haunches. As soon as the first climb action is spent they become a part of the model, moving when that model moves. As soon as enough Climb actions have been spent to take them to the flat top of the Transport they then are able to use normal actions, whilst benefiting from the protection and height the Transport offers. Loaded models may be targeted by ranged weapons or spells but will have a +2 Cover bonus, reducing the attacker's AGL by 2 for those types of attacks. When the Transport moves the passengers similarly move the same exact distance and direction.

Other special rules for the Transport model will be listed within their profile.

Unloading

Works similar to Loading, except in reverse. Once enough Climb actions have been spent, the model is placed upon the board surface and is no longer part of the Transport model- it now moves under it's own power at it's own SPD value.

Go-to-ground

If a model is targeted by an attack, ranged weapon, or spell, they have the option to Go-to-ground as a Reaction. This means that the model throws themselves off to the side or down to the ground, diving out of the way of the blow. Roll against AGL- on a success the model avoids all oncoming spells/attacks/ranged weapons and may move up to 2". They are then prone- their upcoming turn they receive no Actions, or Reactions, and spend their entire turn simply standing up.

Terrain

What counts as terrain?

There are two types of terrain- area and features. Area terrain normally has a lip or base and many different trees or pieces of rubble on top- the edges of the terrain are clearly defined. If a model's base is within this base then they are within the area of this terrain and suffer any relevant effects and bonuses.

Features are less so defined- they might be fences or single trees, lamp-posts, or similar. A model must be in base contact with this sort of terrain for any bonuses and penalties to apply.

There are many different kinds of terrain. Most of the time they reduce the SPD of certain types of models that move through them. A model Moves and Sprints as normal, but once the model enters any particular terrain their remaining movement (or inches yet to travel) are effected by the terrain. If a unit Sprints, and enters terrain they are not allowed to Sprint within, they immediately halt and may not move further.

Types of Terrain

Ice: No models may Sprint. Moving more than 2" on Ice requires an AGL roll; on a failure the model becomes Prone, loses their remaining Actions and Reactions, and must spend their upcoming turn standing up. If Cavalry fail this roll on Ice they also take an AP2 hit.

Shallow Water or Heavy Underbrush:

Infantry and Monsters may not Sprint. Cavalry can sprint through Shallow Water but not Heavy Underbrush.

Deep Water: Infantry move at only half SPD, may not Sprint, and lose any Reactions while within the terrain.

Forested Terrain: Cavalry may not sprint within 2" of trees or within Forested terrain.

Obstacles: Walls, buildings, fortifications, cliffs, all of these may not be passed through at all, unless the model has Levitate. As a general rule if the model cannot be physically placed on terrain it is most likely an obstacle. Note that monsters can still pass over walls less than or equal to 2" in height.

Damage

Damage

When a model is hit by a successful enemy attack, he must make an ARM roll. The model must simply roll 2d6 under or equal to their ARM attribute, taking note of any bonuses from Blocking or penalties from AP or STR. If the result of the roll is beneath or equal to the modified ARM then their armor absorbs the impact and they take no injury.

Example: A Draugr is hit by a Thalmor's hand weapon. Because it Blocked the Draugr receives a +2 bonus to ARM. It must roll equal to or under 9 (7+2) to avoid taking damage. The player rolls a [3][4] so his Draugr is not wounded.

Falling Damage

If a model falls more than an inch from scenery, over the course of the game, it must make an ARM roll with 1AP for every Inch beyond the first fallen. For every full 5" fallen it must additionally roll for an additional hit. This AP is reduced by 2 if the model happens to be Khajiit.

Note that Barriers and Shields do not reduce fall damage- this is an exception to their rules.

Example: A Dunmer Warrior falls 4" from a building. They must roll for a 3AP hit.

Example: Several Dunmer Warriors fall from a dying Silt Strider, dropping a total of 7". This causes them all to each take 2x 6AP hits.

Death

When a model receives a wound after failing an ARM roll, a weapon marker (wound) is placed beside them with the proper number. If it has only suffered a single Wound, the marker will show "1", and their effective Hit Points is decreased by 1. If they accumulate more wounds the marker must reflect the number. When a model receives as many Wounds as the value of their Hit Points they are incapacitated- either dead or close to. Regardless, the model is no longer able to fight, and is removed from the battlefield.

Other Stuff

Specials

Specials are distinctive features used to define soldiers, and they are related to the training, combat style, background, or race of the models.

Absorb: Either noted as Health or Magicka. When a model with Absorb wounds an opponent, they must then roll a D6, and if it is equal to or less than the listed number they regain one HP or Magicka. Absorb cannot take the model over it's starting amount of HP or Magicka, and neither may a model absorb more than one point of HP in a single turn.

Agile: An Agile model can choose to Parry ranged attacks, but not spells. When this is the case decrease the enemy's AGL for every 1 more AGL the Parrying model has, for that shooting attack.

Example: An Imperial Legionary is shooting at a Bonelord. It opts to Parry. Rather than shooting and hitting on 7-, the Legionary only hits on 5-.

Aura Damage: At the start of each player turn, every model in base contact with this model must roll a D6. If it is equal to or less than the number listed the model will take an automatic hit. This aura may be turned on or off at any time for free. Sometimes a damage type is listed.

Blinded: A model with Blinded has a variable penalty to AGL that lasts a set amount of turns.

Cannot Parry: The model may not use the Parry reaction.

Chameleon: A model with Chameleon reduces the chance for enemies to strike them with ranged weapons and spells- enemy AGL is simply decreased by an amount, normally in brackets, when attacking this model.

This effect is cumulative with Night-Fighting and Agile.

Example: A Dunmer Warrior has Chameleon (+2). Enemies are at -2 AGL to hit it with spells or ranged weapons.

Concussive: When a model is hit by a Concussive attack they are dazed if their ARM is less than the attacker's STR.

Critical Strike: When a weapon or model with critical strike deals a wound roll a D6. On 1- an additional wound is immediately dealt to the same model.

Dazed: A model that is dazed only gets one Action on their upcoming turn and loses any current Reactions.

Diseased: A Diseased attack has a chance to bestow a disease; roll a D6, and if the number is equal to or lower than the listed number the target is diseased. A diseased model has two attributes decreased by 1, up to the attacker. Note that reducing HP is not a valid choice.

Ethereal: An ethereal model cannot be harmed by standard or glass weapons. Note that Claws ignore this special.

Extra Attack: When this model declares an Attack action (but not Counterattack) it may attack a second time. Note that this special is cumulative; Extra Attack II grants three attacks instead, and so on.

Fear: A model effected by Fear must make a WLP check. On a failure they must Move directly away from the source of Fear each turn they are able, unable to perform any other actions or reactions until the fear effect ends. Lasts a turn for every point the roll failed.

Example: A Goblin, WLP5, fails a Fear roll with an 8. It must spend the next three turns fleeing toward its deployment edge.

Fearsome: When an enemy comes in base contact with a Fearsome model, if they are not Daedra or Undead, they must immediately roll for Fear with a +1 bonus to WLP. On a pass they become immune to further Fearsome or Terrifying tests- their courage has proven to be strong enough this battle. On a failure they flee as normal.

First Strike: Instead of striking simultaneously this model gains priority. Once all Attack and Counterattack actions are declared this unit gets to attack first. This can allow the unit to kill another before they have a chance to act.

Flight: The unit may take a Long Action to flap into the air. On their upcoming turns they now have 12 SPD, can not sprint, and may not be struck in melee or strike a target in melee unless it is another flying unit. To cancel the flight another Long Action must be spent.

Hatred: Works like Rampage, but only against certain races or models. The Rampage action, if gained, may not be used against models that are not the Hatred race. If enemy models that are not part of the Hatred interpose themselves, and come into base contact, you are allowed to Attack them as you would normally, but not with the Rampage action. Note that the model will still attempt to move to the Hatred model by moving around the enemy, with their Rampage action, if at all possible.

Example: An Altmer model has Hatred (Sload). The majority of the time they do not get a bonus Rampage action, but if a Sload is in LoS, then they do- only against that particular Sload model.

Heavy: if a unit is wounded by a Heavy weapon and has less ARM than the attack has STR, then that unit is dazed.

Horizontal: The model does not have arms or dexterous hands, and as such, may not capture objectives or purchase consumable items.

Invisible: A unit with Invisibility is stealthed until they perform an action or are spotted by a model using Search. If the Invisible model uses a non-Move/Sprint action the effect ends. If they use an Attack action it automatically hits and any targeted models are not allowed to use a Reaction.

Note that you cannot place a blast marker over a lone Invisible enemy- but you *are* allowed to target an enemy model close to them and strike both with the blast.

Immunity: A model with Immunity is Immune to the listed type of attack and can ignore them entirely. If a model is Immune to Magick, but then has Weakness to a particular form of magick, the Weakness takes precedence.

Leadership: The model has that special moxy and tactical thinking required to lead other souls into battle. A unit marked with 'Leadership' may be nominated as your Leader. Keep in mind that the turn in which your leader dies all your units must make a Fear check.

Leap: When a unit with Leap uses a Sprint maneuver it may ignore terrain of up to 6" in height, or move onto a terrain piece up to 6" tall. A unit with Leap is Immune to Falling Damage.

Mindless: The unit is Unbreakable and may not Capture.

Night Eye: The unit is immune to the effects of Night Fighting and simply uses the normal rules for ranged weapons and spells.

Night Fighting: A battle with Night Fighting will cause the maximum range of all spells and ranged weapons to be 18" and count as firing at the maximum range, for the greatest AGL penalty the particular weapon has.

Pathfinder: The unit is allowed to Move or Sprint through the particular terrain in parenthesis without penalty.

Poisoned: A poisoned weapon gains +2 AP, but only if the target is not Shielded or has an active Barrier.

Rampage: A model with rampage must always move towards the closest enemy model in LoS. As a compensation they are given an extra 'Rampage' action after their others have been spent. This extra action may be spent to Attack or Cast at an enemy, or combine with another action to Sprint, but only towards an enemy. If no enemies are in LoS this 'Rampage' action is lost. Note that this may allow the model to Attack or Cast more than once in a single turn. This is an exception to those rules.

Reach: A weapon with Reach grants the model First Strike when used.

Reflect: When targeted by a spell roll a D6. On a roll equal to or under the listed number the spell is ignored and automatically cast back at the caster. With blast or friendly spells still roll but a success will simply resist the effect and do nothing at all.

Regenerate: When a model with regenerate is activated, if they are wounded, roll a single D6. If it is equal to or below to the listed number the model recovers a Hit Point. Some models, such as the Snow Troll, cannot regenerate if they were struck by Fire during the opponents last turn.

Resistant: Models Resistant to a type of damage gain a bonus +2ARM against those attacks. A model with Minor Resistance works the same way but it only offers a bonus +1ARM against attacks instead.

For disease resistance a number will be listed in brackets; simply roll a D6 when a disease would be inflicted and if the result is less than or equal to this number the disease will be resisted and negated.

Scout: The unit is allowed to be deployed anywhere on the map further than 12" from the enemy (or out of LoS of all enemies) and further than 12" from an objective. Models with Scout may not Capture.

Shielded: The unit is protected by magical energies or is especially skilled with avoiding attacks. Their Armor may never be reduced or decremented by Strength or Armor-Piercing attacks/spells. Sometimes a value will be listed near Shielded- when this is the case Shielded will instead grant an optional, alternative ARM that cannot be decreased.

Silenced: A silenced unit is not allowed to cast spells. This effect lasts a variable amount of turns.

Stomp: When overwhelmed the model can strike out at all nearby enemies. This is a standard action that can be activated as the model so chooses- roll a D6 for every adjacent model. On a number less than or equal to the listed number in brackets an AP0 hit is dealt to the model. A model can only do this once each turn, and if they are Flying, not at all.

Example: A Dragon has Stomp (2-). It uses a normal Attack action, and then right after, does a Stomp with the other action. All models in base contact must roll a D6 to see if they are hit.

Slow: A slow model is stupid as all hell or sees the world as

a fast blur of motion. Slow models do not have Reactions and can never use them.

Swarm: A Swarm model is made up of many creatures, rather than just one. When wounded by a blast spell it takes 1d3 wounds instead. Single-target spells with multiple hits will only hit the Swarm model once- the potency of the spell is wasted on tiny critters.

Terrifying: When an enemy comes in base contact with a Terrifying model, if they are not Daedra or Undead, they must immediately roll for Fear. On a pass they become immune to further Terrify or Fearsome tests- their courage has proven to be strong enough this battle. On a failure they flee as normal.

Transport (x): This model can carry X Infantry- see the Climbing/Loading/Unloading rules on page 10.

Triumvirate: The model is trained with all aspects of fighting; swordsmanship, archery, and spell casting. It can cast magick even with no open hands and also move with a loaded Longbow.

Unbreakable: The unit automatically passes all morale and Fear tests required of it, including when the Leader is killed.

Undead: Undead models are Immune to Disease, Immune to Poison, and have Resistant to Frost (+2 ARM against Frost-based attacks).

Unwieldy: A model using an Unwieldy weapon does not decrease enemy AGL when parrying (enemy always rolls at flat AGL to hit) and will strike last when Counterattacking.

Water Breathing: The model can breathe underwater but is still forced to trudge through it at a hindered pace. They only move through water or sea terrain at half normal SPD. Sometimes this is noted as 'Water Breathing (Aquatic)'. When this is the case the model can swim through water or sea terrain with no penalty to SPD.

Water Walking: The model is allowed to walk upon water or sea terrain; effectively treat it as open ground.

Weakness: A model with Weakness has -2 ARM when defending against the listed type of damage. If it is marked as 'Deathly Weakness' the model instead has no ARM save against that damage and is automatically wounded when hit!

Note that Weakness takes precedence over Immunity or Resistance.

Weaponry and Equipment

Almost all models have some sort of weapon, whether it be some rusted iron dagger or their natural claws. Each model has two hands that it may use for weapons or a shield- at the start of your turn declare which weapon(s) it will be using, and then these weapons will be locked in until the start of your next turn.

Weaponry in this game will be detailed in this section. A longbow is used to provide an example:

Longbow
4-18" AGL, 19-30" AGL-2. AP1. No Move-Reload or Move-Shoot.

A Longbow fired at target at a distance of 4 to 18 inches has a modifier of 0 to its firer's AGL. At the maximum distance of 19 to 30 inches the model suffers -2 to AGL. The weapon also has a flat 1AP against ARM.

One-Handed Weapons

Hand Weapon: Base contact. Has no special effect.
A common sword, axe, club, or short-spear.

Claws: Base contact. Ignores Ethereal.
Long, sharpened claws or a ravenous maw.

Dagger: Base contact. AP-1, Critical Strike.
A short bladed weapon perfect for hand-to-hand combat.

Flail: Base contact. Heavy, Unwieldy.
A heavy spiked ball connected to a short wooden shaft by rope or chain. Uses momentum to strike hard but is quite challenging to master.

Staff: Base contact. The hand(s) equipping can still cast.
A spellcaster's staff, used to channel Magick. You can tell a lot about a mage by looking at their staff.

Javelin: 6" range (AGL), 7-12" range (AGL-1), AP1.
A short throwing spear. They pack a mighty punch but are quite inaccurate at range.

Throwing Weapon: 10" range (AGL), AP-1.
A light throwing dagger, spike, or axe.

Two-Handed Weapons

Spear: Base contact. Reach. Counterattack grants +1AP against normal models and +2AP against monsters or cavalry.
A long shafted weapon perfect for distancing monsters.

Claymore: Base contact. Critical Strike, Heavy, AP1.
A long-bladed sword with forward-sloping quillons

Battleaxe: Heavy, Unwieldy, AP2.
A heavy two-handed axe built specifically for combat.

Maul: Concussive, Unwieldy, AP1.
A large, two-handed blunt weapon for smashing.

Halberd/Poleaxe: Heavy, Reach, Unwieldy, AP1. Bonus +1 to STR when attempting to pull a model off a horse.
A long shafted hook-like weapon that is both axe and spear.

Shortbow: 4-18" (AGL).
A short, flexible bow meant for rapid firing and ease of use.

Longbow: 4-18" (AGL), 19-30" (AGL-2), AP1. Reload. Cannot Move-Reload or Move-Shoot.
A massive yew bow meant to fire very powerful arrows far.

Crossbow: 4-22" (AGL), 23-34" (AGL-2), AP2. Reload as a Long Action.
A bow mounted upon a stock. Shots armor piercing bolts.

Other Weapons

Shield: +2ARM when blocking.
You know it, you love it.

Tower Shield: +3 ARM when blocking. Counts as Heavy Armor. May not be used by a mounted model.
A massive, heavy rectangular shield.

Armor

Unarmored: A model that is not wearing armor cannot be effected by spells that require a target with armor.

Light Armor: Light armor offers minimal protection, can be effected by certain spells, and does not encumber the model.

Medium Armor: Works the same as Light armor.

Heavy Armor: A model with Heavy Armor can be effected by spells that require a target with armor and also encumbers the model- models with Heavy Armor or a Tower Shield have their Sprint speed decreased by 2".

Upgrades

Upgrades are bonuses and upgrades that may be purchased for nearly any unit, within reason. Simply note on the character's sheet what upgrades you might wish for the model to have, and pay the appropriate cost in Septims.

Any model that is not Horizontal, Undead, or Daedra may purchase up to two potions and two scrolls.

A model with a weapon may purchase weapon upgrades.

A unit that has armor in its profile (L M or H) may purchase armor upgrades.

Healing Potion (5 \$): The model recovers a single Hit Point on a D6 roll of 4-. Consumes the item.

Magick Potion (5 \$): The model recovers two Magick. Consumes the item.

Strong Magick Potion (10 \$): The model recovers four Magick. Consumes the item.

Scroll: Costs 1.5 \$ for each Magick Point that the chosen spell would use, rounding up. Casts that spell for free and consumes the scroll item. Conjunction Scrolls are now allowed.

Moon Sugar (5 \$): The model gains +1 SPD, loses 1 WLP, and has all ongoing Magic buffs and debuffs removed on a D6 (2-). If the model is Khajiit this chance is instead increased to (3-).

Additional Spell (x\$): A model who is one of the common races, and has two or more spells, can purchase more. Additional spells must be from the same college as one of their already known spells. The Septim cost is equal to the Magick cost of the new spell(s).

Swap Spell (0\$): A model who has two or more spells is allowed to swap out the old ones. To replace a spell, the new one must have the same (or less) MG cost and be from the same College of magick.

Practiced Caster (4\$): The caster gains +1 AGL, but only for rolling to hit with spells.

Silvered Weapon (1 \$): The chosen weapon counts as being Silver quality and ignores Ethereal.

Enchanted Weapon/Weapon of Quality (3 \$): The chosen weapon has +1 AP and ignores Ethereal. Enchanting a Glass Weapon costs 10\$ instead.

Glass Weapon (5 \$): The chosen weapon has +2 AP.

Daedric Weapon (15 \$): The chosen weapon has +3 AP and ignores Ethereal. May not be Enchanted/Quality.

Enchanted Armor/Armor of Quality (5 \$): The model gains +1 ARM and retains their armor type.

Daedric Armor (15 \$): The model gains +2 ARM and retains their armor type.

Mount (15 \$): Common races only. Grants +1HP, +1 STR, +3 SPD, and +1 ARM. Cannot climb ladders or buildings.

- *A model can try to pull another model off their mount as a Long Action. Roll to hit as normal, but instead of doing damage force a STR contest between the two. Should you succeed that model loses all bonuses conferred by the Mount upgrade.*

Writ/Heraldry (10 \$): The model is given a writ from the Emperor, a battle standard, or enchanted heraldry. When the player's Leader is killed, any friendly units in line of sight with this model may re-roll the Fear roll. Has no effect if given to the Leader, other than looking cool.

Example: Aridorm has his good old Dunmer Spellsword, who costs 16 \$. Wishing to ramp him up he selects the Daedric Weapon upgrade for 15 \$, and Armor of Quality for 5 \$. This spellsword now costs 41 \$ but is appreciably stronger.

Example: Bill's Necromancer just doesn't have enough spells. Because he is an Altmer, and already has several spells, this allows him to select more. He grabs 3 more Destruction ones (he can buy more Destruction because he already has a Destruction spell) for a total cost of +10\$.

Example: Jill's Sload Warlock is a fat sack of crap that cannot hit spells for anything. She decides to give it 'Practiced Caster' for +4\$, to boost it's accuracy.

Spell List

Alteration		
Water Walking	1 MG	Self, Fast. Caster gains the Water Walking special.
First Barrier	2 MG	Self, Fast. Grants Shielded (6-).
Slowfall	2 MG	Self, Fast. The caster may move up to 3", if this would take it off a cliff or fall, and ignore the resulting damage.
Swimmer's Blessing	2 MG	Self, Fast. Caster gains Water Breathing (Aquatic).
Second Barrier	3 MG	Self, Fast. Grants a Shielded (7-).
Tinur's Hoptoad	3 MG	Self, Fast. Increases SPD by 2 and gain Slow. Can be canceled as a free action.
Far Jump	4 MG	Self, Fast. Caster has Leap and +2 SPD their following turn.
Crushing Burden of Sin	4 MG	12" range. Lasts to turns. Target loses 1 SPD if it has Medium Armor or a Shield, and 2 SPD if it has Heavy Armor or a Tower Shield (cumulative for each weapon/gear).
Third Barrier	5 MG	Self, Fast. Grants Shielded (8-).
Levitate	5 MG	Self, Fast. Caster gains the Flight special for the next five turns. Their Flight SPD is only 4.
Fire Shield	5 MG	Self, Fast. Caster gains Shielded (7-), Resistance to Fire (or no longer Weak to Fire instead if applicable), and Aura Damage (Fire, 1-).
Conjuration		
Conjure Daedra	x MG	Allows you to purchase the listed Daedra in your army. Costs a variable amount of Magick during the deployment phase, which will be listed in the caster's profile. Conjured Daedra may not purchase upgrades and deploy using the base equipment on their profile. Conjured Daedra may not Capture. If the conjured Daedra is slain, and it has a MG cost above 0, the spell may be recast at 3x normal cost. Place a new copy of that Daedra in base contact with the caster.
Ancestral Ghost	2 MG	Self, Fast. Increases ARM by +1 until the caster is hit by an attack or spell.
Knit Flesh	3 MG	Self or Touch. Roll 1d6- on a roll of 3- the target recovers 1 missing HP.
Banish Daedra	3 MG	12" range. Target Daedra must roll against WLP, or unmodified ARM, or be removed.
Bound Sword	3 MG	Self. Grants a summoned sword that has +2 AP and is Enchanted/Silver.
Insect Swarm	3 MG	12" range, large blast. Hit models are dazed and have -1 AGL their upcoming turn.
Summon Spiderling	3 MG	Self. Creates a Spiderling model in base contact with the caster. The Spiderling has 1HP, base stats of 7, no magicka, and 5 SPD. On a critical hit [2-] the enemy must roll against WLP or STR or be paralyzed their upcoming turn. The caster may only have a maximum of two Spiderlings summoned at one time.
Animate Dead	4 MG	When a non-undead and non-daedra unit dies place a corpse token at its location. 12" range. Replace a corpse token with a base Zombie or Skeleton.
Bound Claymore	5 MG	Self. Grants a summoned 2H sword that has +3 AP, Enchanted/Silver, Heavy, Critical Strike.
Destruction		
Flames	1 MG	12" range, Fast, Reactive.
Grave Curse	2 MG	24" range, Fast. Target model has -1 to STR, AGL, SPD, or ARM this turn. Consecutive hits

		of Grave Curse in the same turn may not decrease the same attribute.
Dread Curse	2 MG	Touch, Fast. Reduces target's STR by 1. If they wear heavy armor it also decreases SPD.
Black Hand	2 MG	Touch, ignored by Shielded/Barriers/Undead (Poison damage). On a hit the target model is inflicted. When activated the model must roll 2d6 and lose 1HP on 8+.
Frostbite	2 MG	18" range, Fast, Reactive. Hit models have -1SPD their upcoming turn.
Poison	2 MG	18" range, ignored by Shielded/Barriers/Undead (Poison damage). Hits twice at AP-1.
Shockball	2 MG	24" range, AP1. Remove 1 Magicka from the enemy for each wound dealt.
Ice Spike	2 MG	21" range, AP1. Hit models have -1 SPD their upcoming turn.
Frostbloom	2 MG	18" range, blast. Hit models have half SPD their upcoming turn.
Firebloom	2 MG	24" range, blast.
Poisonbloom	3 MG	20" range, large blast, ignored by Shielded/Barriers/Undead (Poison damage). Hits twice at AP0.
Shockbloom	3 MG	20" range. Hits twice at AP1. Remove 1 Magicka from the enemy for each wound dealt.
Lightning Bolt	3 MG	30" range, AP2, ignores Prone reaction. Remove 1 Magicka from the enemy for each wound dealt.
Firebite	3 MG	Touch, Fast. Hits twice at AP2.
Disintegrate Armor	3 MG	Touch, Fast. Reduces target's ARM by 1, but only if they are wearing armor. May be Blocked- when this is the case the target loses their Shield/Tower Shield but no ARM.
Fire Wall	4 MG	12" range. Creates a 6" long wall that blocks LoS. When a unit enters or leaves the area, or the player begins their turn with the model within it, they take an AP0 hit.
Frost Wall	4 MG	12" range. Creates a 6" long wall that blocks LoS and is impassible. Casting a Fire Wall onto a Frost Wall, or the reverse, will cancel both. 2 Firebloom hits or 4 Flames hits can also destroy the Frost Wall.
Fire Storm	6 MG	24" range. Hits twice at AP1, large blast.
Frost Storm	6 MG	20" range. Hits twice at AP0, large blast. Hit models have half SPD their upcoming turn.
Illusion		
Rally	2 MG	12" range, Fast. Select a target that is under the effects of Fear- if it was generated from the source of a spell or item then they may re-roll against WLP to immediately end the Fear effect.
Chameleon	2 MG	Self, Fast. Caster has Chameleon (+1) until they are hit by an Attack, enemy Spell, or ranged weapon.
Paralyzing Touch	3 MG	Touch, Fast. Target must roll under WLP or STR. On a failure they skip their upcoming turn.
Alad's Caliginy	3 MG	12" range, Fast. Target gains Blind (-2).
Courage	4 MG	12" range, Fast. Target becomes immune to the effects of Fear and automatically cancels any Fear effects they currently have inflicted.
Fear	4 MG	12" range. Target must roll for Fear. Undead and Daedra are immune to this spell.
Silence	4 MG	18" range. Target is Silenced; when activated they may roll against WLP at a -4 penalty to try and end the effect. On a success they immediately are no longer Silenced and may cast as normal.
Invisibility	5 MG	Self. Caster becomes Invisible.
Paralyze	5 MG	12" range. Target must roll under WLP or STR. On a failure they must skip X upcoming turns, where X is the number they lost the test by.
Shadowmask	5 MG	Self, Fast. Caster has Chameleon (+2) until they are hit by an Attack, enemy Spell, or ranged weapon.

Mysticism		
Detect Undead	2 MG	Self, Fast. Caster now ignores all Blind and Night Fighting effects while targeting Undead. Should an Undead creature be Stealthed or Invisible it may still be targeted by the caster, who effectively ignores that effect.
Detect Life	3 MG	Self, Fast. Caster now ignores all Blind and Night Fighting effects while targeting living creatures. Should a living creature be Stealthed or Invisible it may still be targeted by the caster, who effectively ignores that effect.
Dispel	3 MG	12" or Self. Removes all ongoing Magick buffs and debuffs from the target.
Blink	3 MG	Self, Fast. Immediately move the caster up to 6", ignoring obstacles and models.
Absorb Attribute	3 MG	Touch, Fast. Target loses a single point of any one attribute (except HP and ARM) and the casting model gains one point of that same attribute. Caster chooses attribute.
Absorb Health	4 MG	Touch, Fast, AP0. Absorb (6-).
Reflect	5 MG	Self, Fast. Grants Reflect (2-).
Spelldrinker	5 MG	Self, Fast. When the model is hit by a spell roll a D6. On (2-) the oncoming spell has no effect on any model, also granting the Spell Absorption model recovered MP up to half of the oncoming spell's casting cost, rounded down. Has no effect on Self spells.
Restoration		
Ward	2 MG	Self, Fast, Reactive. When targeted by a spell (or an allied model in base contact is targeted) the caster may roll against their WLP, with a penalty equal to the Magick cost of the oncoming spell. On a success the caster ignores the effects of the spell. A second, similar-sized model can likewise benefit from the ward IF they are in base contact with caster.
Balya's Perfect Balm	3 MG	Self or Touch. Roll 1d6- on a roll of 4- the target recovers a wound.
Turn Undead	3 MG	12" range. Target Undead must roll for fear, though they substitute unmodified ARM for WLP.
Fortify Endurance	3 MG	12" or Self, Fast. Target has +1 ARM until your following turn, up to a maximum of 10- ARM.
Fortify Agility	3 MG	12" or Self, Fast. Target gains +1 Agility, up to a maximum of 10 Agility.
Fortify Strength	3 MG	12" or Self, Fast. Target gains +1 Strength, up to a maximum of 10 Strength.
Cure Disease	3 MG	Touch, Fast. If target is diseased then remove any one Disease from that model, recovering the lost attribute(s) damaged by that particular Disease. Has no effect on Corpus or Blight.
Hearth Heal	4 MG	Self. Roll 4d6- for each result of [6] a Hit Point is recovered.

Shouts

The Thu'um is a form of divine magic used primarily by Dragons, although some humans are capable of using it as well. Using the Thu'um involves attempting to use one of the Shouts that a model may possess. Shouts work in many ways like a spell, although they require no Magick to cast- instead the model must first pass a WLP check to see if it is successful, and then all of their Shouts will go on cooldown.

- Shouts require a WLP test to work, unless it is a Dragon or Dovakiin.
- Shouts are cast as Fast spells, but do not count as a spell for other special rules (i.e. neither Reflect nor Resistance to Magic would apply to a Shout).
- Shouts have a cooldown; this is the number of consecutive turns that no Shouts may be used by that model.

<p style="text-align: center;">Raan Mir Tah Animal Allegiance (Raan Mir Tah)</p> <p>R12", cooldown 3. Target Beast is unable to be activated for the next three turns. If it is attacked then the effect ends.</p>	<p style="text-align: center;">Yol Toor Shul Fire Breath (Yol Toor Shul)</p> <p>R18", cooldown 5. Large blast, 2x AP1 hits, fire damage.</p>
<p style="text-align: center;">Feim Zii Gron Become Ethereal (Feim Zii Gron)</p> <p>Self, cooldown 3. While the shout remains on cooldown the caster has Water Walking and is completely immune to all damage and targeted abilities/effects. Performing any Actions other than Move or Sprint will end the effect.</p>	<p style="text-align: center;">Fo Krah Diin Frost Breath (Fo Krah Diin)</p> <p>R18", cooldown 5. Large blast, 2x AP0 hits, frost damage. Hit models have half Speed their upcoming turn.</p>
<p style="text-align: center;">Zun Haal Viik Disarm (Zun Haal Viik)</p> <p>R12", cooldown 2. The target is disarmed; their held equipment is thrown off to the side and lost. The target cannot Block or Parry until the end of this turn.</p>	<p style="text-align: center;">Tiid Klo Ul Slow Time (Tiid Klo Ul)</p> <p>Self, cooldown 4. While on cooldown the caster gains +1 AGL and the Agile special.</p>
<p style="text-align: center;">Faas Ru Maar Dismay (Faas Ru Maar)</p> <p>R12", cooldown 5. Small blast. Targets must immediately roll for Fear.</p>	<p style="text-align: center;">Fus Roh Dah Unrelenting Force (Fus Ro Dah)</p> <p>R6", cooldown 5. Small blast. Targets are pushed 10" directly away from the caster and knocked prone. They must spend a Long action to stand up on their upcoming turn. If the model(s) would hit a structure, or impassible terrain, they also take 2x AP1 hits.</p>
<p style="text-align: center;">Su Grah Dun Elemental Fury (Su Grah Dun)</p> <p>Self, cooldown 4. While on cooldown the caster gains the Extra Attack special.</p>	<p style="text-align: center;">Wuld Nah Krest Whirlwind Sprint (Wuld Nah Kest)</p> <p>Self, cooldown 3. The caster immediately moves 12" forward.</p>

Scenarios

Determining the Scenario

Before the start of the game both players must determine which scenario will be played. By default there are five standard scenarios, which are selected in a random manner. Simply have one player roll a D6 and consult the following:

- [1,2] Objectives
- [3] Artifact
- [4] Front Line
- [5] Assassinate
- [6] Annihilate

Objectives (1-2)

In an objectives game both players are attempting to capture and hold special objectives- they might be treasure, ancient relics, or even something more mundane like enchanted gear.

Once Objectives has been selected, and the battlefield has been set up, the players take turns placing Objectives along the center-line of the map. Once 1D3+1 objective markers have been placed the players may then roll for Initiative and Deploy.

Objectives can be picked up by non-horizontal models by spending a Long Action. Once carried the model is unable to pick up any more or Sprint- their concentration is spent on protecting the item and being careful with it. A model that is carrying an objective and is killed is replaced by an objective marker.

Whichever player has more models carrying Objectives at the end of turn 10 wins the game!

Artifact (3)

Similar to Objectives, the players are both attempting to capture an objective marker. This time, with an Artifact scenario, there is only one objective, placed directly in the center of the map, where able.

Once Artifact has been selected, and the battlefield has been set up, the Objective marker is placed directly in the center of the map, up to an inch or two astray to avoid impassible terrain.

This Artifact can be picked up by non-horizontal models by spending a Long action. As before, models cannot sprint while carrying this objective, and if slain are replaced by an objective marker- the Artifact is dropped.

There is no game length- to achieve victory a player must take the Artifact off their deployment edge. To do this simply move the model carrying the artifact toward your

deployment until the movement would take it off the map.

Front Line (4)

In Front Line both players are attempting to capture a secure position and claim it for their own. This might be a special library, a strategically defensible position, or a quite tasty local restaurant.

Once front Line has been selected, and the battlefield has been set up, a square area will be marked in the center of the map, one foot tall and across.

The objective is not to capture anything, but rather to have more models in the zone. For every model that is in the zone at the end of turn ten that player gains a point. Whoever scores the most points in this fashion wins the game.

Assassinate (5)

With Assassinate both players have a character that has some special knowledge, or who is integral to the success of their forces. It is both player's goals to kill the other VIP while protecting their own.

Once Assassinate has been selected, and the battlefield has been set up, both players will select one of their models in secret to be their VIP. Among friends you only must remember which model it is, though you may wish to write down on a scrap piece of paper who it might be.

When a player kills the other's VIP they immediately win the game. Likewise, if your VIP should die by any reason, you lose the game. Assassinate has no game length.

Annihilate (6)

There is no tact or deep strategy with annihilate- you are simply attempting to cut down and kill as many of the enemy forces as possible!

Once Annihilate has been selected roll for Initiative and Deployment as normal. It works just like the standard game, except you must keep track of how many models you have lost, and what their points total might be.

A player wins the game once they have killed 60 Septims worth of enemy units. In the case of multiple opponents, you must be the last player with 60 Septims-worth of units or more.

If a player has very few models in their army (i.e. Brown Dragon, or three or less models) you should count lost HP as losing a percentage of that model's Septims, in regards to victory points. In this fashion, each time a Brown Dragon loses 1HP would be worth 16.6 Septims or points.

Heroes

"Each event is preceded by Prophecy. But without the hero, there is no Event." - Zurin Arctus, the Underking

There's something to be said for having a literal avatar upon the battlefield, a favored sort of fighter, or recreating a quest/event from the actual Elder Scrolls games. To this purpose a player is allowed, with approval from the other players, to create a custom unit using the following rules. The base hero is listed below with all upgrade options.

SP	Custom Hero			Infantry		Any	
HP2 7\$	MG0 1\$	STR7 3\$	AGL7 3\$	SPD4 3\$	WLP7 1\$	ARM6-L	8\$+
Equipment:	Basic Armor, Hand Weapon, Shield <ul style="list-style-type: none"> <i>The Custom Hero may replace their Shield with a Staff for 1\$</i> <i>The Custom Hero may replace their Hand Weapon and Shield with a Spear for free</i> <i>The Custom Hero may replace their Shield with a Tower Shield for 5\$</i> <i>The Custom Hero may replace their Shield with a Longbow for 2\$</i> <i>The Custom Hero may purchase an additional two-handed melee weapon for 5\$</i> <i>The Custom Hero may replace their Basic Armor with Chainmail (7-M) for 5\$</i> <i>The Custom Hero may replace their Basic Armor with Plate Armor (8-H) for 5\$</i> <i>The Custom Hero may replace their Basic Armor with Bonemold Armor (8-M) for 10\$</i> 						
Special:	Leadership. The Hero may gain any one of the following racial bonuses- <ul style="list-style-type: none"> <i>Argonian (3\$): Grants +1 SPD, Immune to Poison, and Resistant to Disease</i> <i>Altmer (2\$): Grants +3 MG, Weakness to Fire/Frost/Shock, and Spell: Flames</i> <i>Breton (5\$): Grants Resistant to Magick and reduces Bound Daedra MG cost by 1.</i> <i>Dunmer (4\$): Grants Resistance to Fire and Spell: Ancestral Spirit</i> <i>Khajiit (1\$): Grants Night Eye</i> <i>Nord (5\$): Grants +1 STR and Frost Resistance</i> <i>Orc (6\$): Grants +1 STR, Berserk, and the Cursed</i> <i>Redguard (4\$): Grants Adrenaline Rush and Tolerance</i> <i>Vampire (5\$): Grants Diseased (1-), Leap, Night Eye, Undead, Weakness to Fire</i> Any of these specials may be purchased for the following costs- <ul style="list-style-type: none"> <i>Agile 5\$, Extra Attack 10\$, Immune to Disease 2\$, Resistant to Magick 4\$, Triumvirate 5\$, Undead 3\$</i> <i>Slow +8\$</i> 						
Spells:	The Hero may select any one of the following spell packages- <ul style="list-style-type: none"> <i>The Custom Hero may take a single spell with a cost of 2MG or less for 1\$</i> <i>The Custom Hero may take three spells with a cost of 2MG or less for 3\$</i> <i>The Custom Hero may take three spells with a cost of 2MG or less, and three additional spells, for 8\$</i> 						

Example:

Nerevarine, Angry Spellsword Edition (140\$) HP6 MG18 STR9 AGL9 SPD5 WLP10 ARM10-M
Daedric Claymore, Daedric Armor (Bonemold)
Dunmer, Resistance to Fire, Triumvirate, Immune to Disease
Ancestral Ghost, Water Walking, Black Hand, Ward, Firewall, Lightning Bolt, Hearth Heal, Frost Storm

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The armies of the Great Houses are an assortment of elven warriors and thugs sworn to the service of one of the most powerful clans of Morrowind. The Dark Elves' doctrine of war is one of ferocity tempered by skill, combining the Blade, Bow and Spell together to overwhelm their enemies. Each of the Great Houses fights with its own preferences, whether they be strength, magic or guile.

S	Dunmer Warrior			Infantry		Great Houses of Morrowind	
HP2	MG2	STR7	AGL8	SPD4	WLP8	ARM6-L	10\$
Equipment: Netch Leather, Hand Weapon, Shield <ul style="list-style-type: none"><i>The Dunmer Warrior may replace their Sword and Shield with a Longbow for free</i><i>The Dunmer Warrior may take Bonemold Armor (7-M) for 3\$</i>							
Special:	Fire Resistance, Leadership.						
Spells:	Ancestral Ghost						
<i>Dunmer Warriors make up the core of the standing armies of the Great Houses. The Blade, Bow and Spell are the three great Dunmer arts of combat; garrisons of Dunmer warriors vary in their choice of weapon from village to village.</i>							

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S	House Spellsword				Infantry	Great Houses of Morrowind	
HP2	MG6	STR7	AGL9	SPD4	WLP8	ARM7-M	16\$
Equipment: Bonemold Armor, Claymore <ul style="list-style-type: none"> The House Spellsword may replace their Claymore with a Hand Weapon and Longbow for free 							
Special: Fire Resistance, Triumvirate, Leadership.							
Spells: Firebloom, Firebite, First Barrier, Hearth Heal <ul style="list-style-type: none"> May take Conjure Lesser Bonewalker (1M) for +14\$ May take Conjure Greater Bonewalker (2M) for +23\$ 							
<i>The armies of the Dunmer Great Houses contain groups of warriors with incredible skills. Mercenaries, champions and young nobles fill the ranks of these elite warbands, fighting with the traditional ancient weapons of the Dunmer: the Blade, Bow, and Spell. The Spellswords are exemplars of the Dunmer on the field of battle and are well-respected by the armies of Men.</i>							

SP	Lesser Bonewalker				Infantry	Great Houses of Morrowind	
HP2	MG6	STR8	AGL8	SPD3	WLP7	ARM8	16\$
Equipment: Claws							
Special: Cannot Parry, Diseased (1-), Ethereal, Undead							
Spells: Grave Curse							
<i>Among the sacred duties of the Tribunal Temple is the preservation of the bones of Dunmer ancestors. The tombs of every great family are scattered all across Morrowind, endless mazes filled with thousands of years of buried dead. To guard these tombs, the priests of the Temple call back the spirits of the strongest bodies buried there, reanimating their corpses as Bonewalkers. These rites are necromantic in nature, but are sanctioned under the Temple's traditions. When these blessed guardians of flesh and bone appear upon the battlefield, they instill dread in the enemies of ALMSIVI.</i>							

SP	Nightblade				Infantry	Great Houses of Morrowind	
HP2	MG7	STR7	AGL9	SPD4	WLP8	ARM7-L	18\$
Equipment: Boiled Netch Leather, Poisoned Hand Weapon							
Special: Fire Resistance							
Spells: Black Hand, Water Walking, Invisibility							
<i>Nightblades are spellcasters who use their magics to enhance mobility, concealment, and stealthy close combat. They have a sinister reputation, since many nightblades are thieves, enforcers, assassins, or covert agents.</i>							

E	Warrior Priest			Infantry		Great Houses of Morrowind	
HP2	MG6	STR8	AGL8	SPD4	WLP9	ARM7-M	20\$
Equipment:	Bonemold Armor, Maul						
Special:	Fire Resistance, Triumvirate, Leadership.						
Spells:	Second Barrier, Dispel, Hearth Heal, Balyna's Perfect Balm						
<i>The Tribunal Temple provides spiritual rule over the Dunmer of Morrowind. Countless pilgrims make dangerous journeys through the Ashlands to bow at the shrines of noble saints or appease the Daedra. Escorting such travelers is taken as a duty by many disciples of the Temple, in the hopes of proving themselves worthy of ALSMIVI, or out of aspirations of sainthood. The masters of the Temple are therefore skilled in the arts of both healing and battle, and have been known to put these twin talents to use in times of war.</i>							

SP	Sorcerer			Infantry		Great Houses of Morrowind	
HP2	MG12	STR7	AGL8	SPD4	WLP9	ARM5-L	25\$
Equipment: Robes, Staff, Hand Weapon <ul style="list-style-type: none">The Sorcerer may take Bonemold Armor (6-M) for 3\$							
Special:	Fire Resistance						
Spells:	Firebloom, Lightning bolt, Ancestral Spirit, Second Barrier, Hearth Heal <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
Though spellcasters by vocation, sorcerers rely most on summonings and enchantments. They are greedy for magic scrolls, rings, armor and weapons, and commanding undead and Daedric servants gratifies their egos.							

SP	Greater Bonewalker			Infantry		Great Houses of Morrowind	
HP3	MG8	STR8	AGL8	SPD3	WLP8	ARM8	25\$
Equipment:	Claws						
Special:	Cannot Parry, Diseased (1-), Ethereal, Undead						
Spells:	Dread Curse						
<i>Among the sacred duties of the Tribunal Temple is the preservation of the bones of Dunmer ancestors. The tombs of every great family are scattered all across Morrowind, endless mazes filled with thousands of years of buried dead. To guard these tombs, the priests of the Temple call back the spirits of the strongest bodies buried there, reanimating their corpses as Bonewalkers. These rites are necromantic in nature, but are sanctioned under the Temple's traditions. When these blessed guardians of flesh and bone appear upon the battlefield, they instill dread in the enemies of ALMSIVI.</i>							

E	Ordinator			Infantry		Great Houses of Morrowind	
HP3	MG8	STR8(9)	AGL8	SPD4	WLP9	ARM8-M	40\$
Equipment:	Ordinator Armor, Weapon of Quality, Shield						
Special:	Fire Resistance, Triumvirate, Leadership.						
Spells:	Firebloom, Poisonbloom, Black Hand						
Clad in gilded armor with sky-blue drapings, the Ordinators form the military forces of the Tribunal Temple. Every Ordinator is the product of years of training, a master of both arms and magic, a force of unwavering loyalty to ALMSIVI. The Ordinators hail primarily from House Indoril, their golden masks bearing the visage of Saint Nerevar himself.							

E	Bonelord			Monster		Great Houses of Morrowind	
HP3	MG6	STR8	AGL9	SPD3	WLP10	ARM8	50\$
Equipment:	Robes, Silver Hand Weapons						
Special:	Agile, Ethereal, Extra Attack, Shielded (6-), Triumvirate, Undead						
Spells:	Grave Curse						
<i>The greatest of the horrors sanctioned to guard the tombs of Dunmer ancestors is the Bonelord. Appearing as a hooded, pale skeletal figure, the Bonelord sprouts forth two pairs of arms, by which it calls curses upon all who enter its domain. They carry an assortment of silver weapons- many are known to use four shortblades at once, whirling and hacking away at interlopers in a bloody dance.</i>							

Special	Silt Strider			Monster		Great Houses of Morrowind	
Strider	HP7	STR9	AGL6	SPD7	WLP-	ARM9	60\$
Handler	HP2	STR7	AGL8		WLP8	ARM6-L	
Strider Equipment:	Claws			Handler Equipment:	Netch Leather * Bonemold (7M) for 5\$		
Special:	Handler: Fire Resistance, Slow Strider: Cannot Sprint, Slow, Transport (4), Quadruped, Water Walking. Reduce SPD by how much HP is missing. -Passengers may be deployed already Loaded on the Silt Strider. -Passengers count as Flying for the purposes of being targeted in melee. -If the Handler is slain, and the Silt Strider moved on it's last turn, then it will continue to move in the same direction and with the same speed each consecutive turn, until it moves off the map or hits a structure. Regardless, the Handler must be alive for the Silt Strider to be controlled or activated. -If the Handler is removed then the Silt Strider may not be activated. -If the Strider is removed all models must make a fall damage check. (Height 7” for 2x 6AP hits)						
<i>The Silt Striders are among the largest insects of the swamps of Morrowind, standing up to a hundred feet tall. The shells of tamed Silt Striders have be carved in a manner allowing them to carry passengers by an art practiced since time immemorial. Many owners of these creatures offer travel services across the more dangerous parts of Morrowind, a very successful business, due to the safety offered to those inside the Strider's shell. Others ride the great beasts into battle, towering above the enemy and raining arrows upon them.</i>							

[illegible]

C	Ash Cultist			Infantry		Sixth House	
HP2	MG2	STR7	AGL7	SPD4	WLP8	ARM4-L	7\$
Equipment:	Rags, Hand Weapon, Shield						
Special:	Fire Resistance, Slow						
<p><i>Ash Cultists are recruited from disaffected Dunmer populations, including the underworld, the poor and rabid anti-imperial activists. These Dunmer are swayed by the dream sendings they receive, and willingly accept the Sixth House Cult. They fanatically worship their newfound Lord Dagoth Ur loudly. They hide themselves in basements, cave complexes and strongholds. Infecting themselves with bight diseases in order to be blessed with it's power. Experiencing visions of the divine dreamworld while they sleep. They devote their waking time performing sacred rituals of the Sixth House, involving music, poetry and cannibalism, in the hope of receiving the gift of His Flesh and be blessed with their Lord's everlasting glory.</i></p>							

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S	Ash Zombie				Infantry	Sixth House	
HP2	MG2	STR8	AGL7	SPD4	WLP8	ARM8-L	14\$
Equipment:	Rags, Claws						
Special:	Corprus (1-), Leadership						
<i>In the caves and strongholds far removed from watching eyes, cultists practice barbaric rituals. Ash Slave's cut off their own flesh, and eat it. The removed flesh however rapidly grows back, stronger and better. This is how cultists grow in power and strength. An Ash Slave who has advanced enough in the divine song has to claw off his own face, reach for his brain, and rip it out, leaving only an empty skull behind. This shows that the cultist truly passed former mortal boundaries. The cultist is now known as an Ash Zombie, and even while it lacks a brain, it is still retains it's intelligence. The Ash Zombies have moved a step closer towards enlightenment. The corprus strengthening their bodies beyond their former limits, even through they can't use magic in their current state, they are incredibly strong and durable, able to rip a man to shreds with their bare hands and able to shrug off considerable damage without effort, while wounds on their corprus-blessed bodies knit back together and lost limbs seamlessly grow back. Ash Zombies are often used to assassinate imperial citizen and Imperial Hlaalu sympathizers- silently infiltrating the house and waking up the victim before ritually killing him, the empty hole in it's face being the last thing the helpless victim will ever see.</i>							

S	Corpus Stalker			Infantry	Sixth House		
HP3	MG-	STR9	AGL6	SPD2	WLP-	ARM8	20\$
Equipment:	Claws						
Special:	Corpus (1-), Extra Attack, Slow						
<p><i>Not everyone blessed with Lord Dagoth's gift of divinity reaches towards the stages of an Ash cultist. In fact, most people aren't able to control the blessing, and as a result it will ravage their minds and bodies. Native Dunmer call it a disease: 'soul sickness' or 'corprus disease'. The effects of corprus on it's victims vary from person to person, for some people the progress goes by very quickly and painfully, while for others it's very slow. The bodies of all victims however, will eventually twist and grow in unnatural ways, large flesh growths appear all over their bodies. The skin turns pale-white and flesh falls off and grows back in a rapid rate. This victim is known as a Corprus Stalker. The mind of the corprus stalker will slowly deteriorate and become more and more demented, until it is reduced to a mindless, demented creature. As a result of corprus they've become immortal, doomed to wander aimlessly in a demented state for eternity.</i></p>							

SP	Ash Ghoul			Infantry	Sixth House		
HP3	MG10	STR8	AGL8	SPD4	WLP8	ARM7-L	35\$
Equipment:	Robes, Hand Weapon						
Special:	Corprus (1-), Leadership						
Spells:	Firebloom, Sparks, First Barrier, Blessing of Dagoth (2MG, 12”, WLP check or the target becomes diseased)						
<i>An Ash Wight or Sorcerer who is especially deep in the heart of Lord Dagoth's mysteries will eventually grow a flute-like proboscis from the gaping hole in their faces. This creature is known as an Ash Ghoul. They act either like priests of ministers to lesser Sixth House servants. Their flesh grows to contain more divine power of the corprus disease, and their magical powers increase dramatically in this stage. Able to channel the divine influence of Dagoth Ur to unwary Dunmer, nearby every cave or stronghold strums with this magical presence, Sleepers and Dreamers seeming to appear ever more frequently. Great caution has to be taken when a warrior or adventurer wishes to slay an Ash Ghoul, as their minds and bodies are spiraling towards the divine in an ever-fastening rate.</i>							

E	Lame Corpus			Infantry		Sixth House	
HP4	MG-	STR10	AGL7	SPD2	WLP-	ARM9	40\$
Equipment:	Claws						
Special:	Corpus (1-), Regenerate (2-), Slow						
<p><i>Victims struck by Corpus Disease will become incredibly deformed, their minds and bodies twisted beyond imagination. A victim quickly becomed aggressive, demented, and dangerous enough to be called a Corpus Stalker, but in this stage the disease is just beginning to wreak havoc actoss the victim's body. In the advanced stage of corpus, the skeletal structure will start to twist and flesh will fall off and grow back in an ever-faster rate until their bodies are swollen greatly out of proportion. These creatures are known as Lame Corpus. The Lame Corpus is a creature to be greatly feared by peasants and warriors alike. Stumbling into camps and villages during the raging blight storms, they will murder and slaughter anything they can get their diseased claws upon. The corpus disease greatly increases the strength of the former Corpus Stalkers, making the advanced victims of the disease incredibly dangerous opponents, able to rip fully-grown men in pieces like savage animals.</i></p>							

SP	Ash Poet			Infantry		Sixth House	
HP3	MG12	STR8	AGL8	SPD4	WLP8	ARM7-L	42\$
Equipment:	Robes, Hand Weapon						
Special:	Corpus (1-), Leadership						
Spells:	Firebloom, Lightning Bolt, Second Barrier, Blessing of Dagoth (2MG, 12”, WLP check or the target becomes diseased)						
<i>The ministers of House Dagoth serve as intermediaries between Red Mountain and the various cultists and lesser Ash Creatures, relaying and directing orders from Dagoth Ur and his Ash Vampires to the the rank and file of the Sixth House. They are the wardens of the secret bases of the Sixth House scattered across Morrowind, and they are the priests of the Sixth House cult. From their hidden shrines they lead their congregation in sharing the sacraments of flesh and blood, and dreaming the dreams of their Lord. The ministers of House Dagoth are tasked with overseeing that the servants of the Sixth House grow strong and wise in Lord Dagoth's ways, and to this end they lead the Children of His Flesh in contemplation, so that they might enter even-more-deeply into the profound enlightenment of the divine dreamworld.</i>							

SP	Ascended Sleeper			Monster	Sixth House		
HP4	MG17	STR10	AGL7	SPD4	WLP10	ARM9	70\$
Equipment:	Robes, Claws						
Special:	Corprus (2-), Terrifying, Leadership. When an Ascended Sleeper is Activated it recovers 1MG, up to a maximum of 15.						
Spells:	Fire Storm, Frost Storm, Lightning Bolt, Poisonbloom, Firebloom, Flames, Paralyze. Blessing of Dagoth (2MG, 12”, WLP check or the target becomes diseased).						
<i>Having reached the final stages of enlightenment, the former Ash Poet will have grown to become completely unrecognizable from it's former mer-ish appearance. Almost it's whole body now consists of a large flute-like skull. This deranged creature is called an Ascended Sleeper, or, as called by the Temple. A Flute-and-Pipe-Ogre. This is primarily because of the large flutes compromising their skull, enabling them to perform extreme feats of magic and tonal architecture. Ascended Sleepers are also known to be extraordinarily intelligent, having experienced the secrets of the Dreamsleep, and being ascended from it, seeing reality as it is: a dream. They have reached full enlightenment, and have woken up from their former mortal illusions. Everyone but the very strongest warriors, sorcerers or mages must take great caution in completing the task of destroying an Ascended Sleeper, deceptively non-aggressive and slow, these creatures are able to cast extremely destructive spells in quick succession with seemingly little trouble, making them hard to defeat magically.</i>							

Dwemer Animunculi

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Dwemer were known to have created—and manufactured on a very broad scale—thousands of mechanical apparatuses of varying complexity, most of which were constructed within the city of Nchardak, a large military production center. These constructs are referred to as Animunculi, or simply "automatons", who were known to cause havoc when unleashed against enemies on the battlefield, completely obliterating enemy forces. Several types are found within ancient Dwemer ruins, the most simple being that of an arachnid design used to ward off trespassers. Most automatons contain a soul gem which are believed to be what powers these machines, but also acts as a boiler due to the extreme energy held within.

C	Centurion Spider			Infantry		Dwemer Animunculi	
HP1	MG4	STR7	AGL7	SPD4	WLP-	ARM7	8\$
Equipment:	Claws						
Special:	Horizontal, Immune to Poison, Resistant to Shock, Weakness to Frost						
Spells:	Poisonbloom <ul style="list-style-type: none"><i>The Centurion Spider may take Sparks for 2\$</i>						
<i>One of the most common mechanical constructs, Centurion Spiders are aggressive but relatively harmless dwemer automatons. These machines are found scuttling about the forgotten ruins, climbing through the pipes and hatches, occasionally clawing and working away at rusting metal. Centurion Spiders consist of a flexible gas-bag surrounded by six hinged legs. While not threatening alone, they can still pounce and grant the unwary debilitating wounds. It is thought that these automatons were intended for maintenance or perhaps may have been household servants.</i>							

S	Centurion Sphere			Infantry		Dwemer Animunculi	
HP2	MG0	STR8(9)	AGL8	SPD5	WLP-	ARM8	20\$
Equipment:	Weapon of Quality, Shield						
Special:	Horizontal, Immune to Poison, Resistant to Shock, Weakness to Frost						
<i>Relatively common in the dwemer ruins, Centurion Spheres are deadly guards and warmachines. They have a roughly humanoid frame, save for moving about by the use of a revolving sphere. While not active the centurion is able to fold up into this globe- then quickly burst free at the first sign of intruders. Advanced lenses poke out from their faces, assisting the centurion to strike and dodge with uncanny swiftness. Though they do not have the raw strength of Steam Centurions, or the magick abilities of Steam Atronachs, yet are deadly all the same. Too many warriors have sought to fight a Centurion Sphere only to lay carved up and discarded in their ruins.</i>							

E	Steam Centurion			Infantry	Dwemer Animunculi		
HP3	MG0	STR10	AGL8	SPD4	WLP-	ARM9	30\$
Equipment:	Hand Weapon, Claws						
Special:	Heavy, Immune to Poison, Resistant to Magick, Weakness to Frost						
<i>The largest and rarer of the dwemer constructs, Steam Centurions are designed to resemble an armored warrior. Most likely intended to function as war-machines, the automatons are extremely resilient and strong, able to throw men aside with a sweep of their mace-arm. The dwemer armor in Morrowind and other provinces is frequently made up of bits taken from similar machines. More often than not this results in a haphazard collection of parts, but perfectly disassembled centurions can provide a priceless suit of armor. Unsurprisingly these machines resist such acts strenuously, and punish those that would deign enter their masters ruins.</i>							

E	Centurion Archer			Infantry		Dwemer Animunculi	
HP3	MG0	STR8	AGL8	SPD5	WLP-	ARM8	30\$
Equipment:	Dwemer Bolt Thrower (20” range, AP1, Long Action to shoot)						
Special:	Horizontal, Immune to Poison, Resistant to Shock, Weakness to Frost						
<i>Built on the same chassis as Centurion Spheres, the archer variants are more advanced and powerfully armed. Rather than use a sword and shield, the archers instead blast away with extremely heavy and solid dwemer darts. The weapons allow the Centurion Archer to snipe away at intruders from astounding distances, piercing directly through the heaviest armor. It seems as though the lenses along the head are more pronounced and numerate then the melee variant- no doubt to assist firing accurately.</i>							

E	Advanced Steam Centurion			Monster		Dwemer Animunculi	
HP5	MG0	STR11	AGL8	SPD5	WLP-	ARM9	60\$
Equipment:	Hand Weapon, Claws						
Special:	Heavy, Immune to Fire/Frost/Shock/Poison/Paralyze, Reflect (2-), Weakness to Frost						
<i>Deep beneath the Holy City of Mournhold, and scattered about the dark caverns of Skyrim, it is rumored that more advanced and powerful centurions stalk within the darkness. Hushed whispers speak of larger and more armored Steam Centurions twice the height of a man, or of others that breathe belches of flame, hot enough to turn armor to slag. While these are frequently handwaved as tales of drunks, or madmen, no one can say for sure what lies in the deepest corridors of dwemer ruins.</i>							

ପ୍ରଭୃତିପଦମାନସମୂହ

The Imperial Legion is the Empire's primary fighting force. It is perhaps the largest and most disciplined military in the known world. It advances in a great iron column, the famed Red Legions, under the banner of the great Dragon-God Akatosh. Supporting its ranks are endless orders of armored knights, mercenaries and auxiliary troops from every Province. It is truly a sight to behold.

S	Milite			Infantry		Imperial Legion	
HP2	MG2	STR8	AGL7	SPD4	WLP9	ARM7-M	13\$
Equipment:	Legion Curiass, Shield, Hand Weapon <ul style="list-style-type: none"> • <i>The Legionary may replace their Shield with a Crossbow for 2\$</i> • <i>The Legionary may replace their Hand Weapon and Shield with a 2-handed melee weapon for 2\$</i> 						
<i>After years of service within the legion and demonstrating their worth a Legionnaire might be promoted to the rank of Milite. These units normally have one particular role that they perform during the battle, normally supportive in nature. Different Milite units focus on entirely different subjects- some perform as woodsmen, others field surgeons. Especially trained Militae are even able to act as combat engineers, assisting the attack of fortifications and backing up siege weapon crews as needed. That the Imperial Army has such an abundance of elite trained soldiers only further bespeaks its strength.</i>							

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SP	Priest			Infantry		Imperial Legion	
HP2	MG9	STR7	AGL7	SPD4	WLP9	ARM5-L	17\$
Equipment:	Robes, Hand Weapon <ul style="list-style-type: none"><i>The Priest may replace their Hand Weapon with a Maul or Claymore for 3\$</i><i>The Priest may take Imperial Curiass (7-M) for 3\$</i>						
Spells:	Second Barrier, Hearth Heal, Balyna's Perfect Balm, Dispel						
<i>While less flashy and dangerous then their Destruction casting brethren, Imperial Cult priests can be found not too far from combat. During peacetime there is normally a large presence of the Cult within the Imperial forts, tending to the physical and spiritual needs of the Legionnaires. During especially dire circumstances they might march out with the Legionnaires, out onto the battlefield, to lend their support. There they are quite useful- protecting against magical and mental attack by all manner of monster or beast.</i>							

SP	Magus			Infantry		Imperial Legion	
HP2	MG12	STR7	AGL7	SPD4	WLP9	ARM5-L	23\$
Equipment:	Robes, Staff, Hand Weapon <ul style="list-style-type: none">The Magus may take Imperial Curiass (7-M) for 5\$						
Spells:	Firebloom, Lightning Bolt, Second Barrier, Ward, Hearth Heal <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
Special:	Leadership						
More often then not magic dominates the battlefield. Wizards and disciples are able to turn the conflict in their favor through stubborn determination or sheer destructive potential. The Imperial guard quickly sets aside enlisted Legionnaires who show promising magical potential, rushing them through the standard training regiment. By the time they finish the already strong spell casters are infused with a excellent grasp of tactics and unit dynamics- something arguably lacking in many of the magical sorts.							

E	Knight			Infantry		Imperial Legion	
HP3	MG2	STR8	AGL9	SPD4	WLP9	ARM8-H	28\$
Equipment:	Plate Armor, Hand Weapon, Shield <ul style="list-style-type: none"> The Knight may replace their Hand Weapon with a Flail for free The knight may replace their Hand Weapon and Shield for a 2-handed melee weapon for 2\$ 						
Special:	Leadership						
<i>Imperial Knights are members of the knightly orders of Tamriel. Though they are technically not a part of the Imperial Legion, and enjoy independence from it, the group is often called into battle on the Legion's behalf. Normally the blessed knights are only called when the need is dire- such as during the Oblivion Crisis, or one of many revolts. It goes without saying that Imperial Knights are a cut above nearly all cavalry. Each knight maintains their own personal arms and armor, most of which is nearly silver in color. Long capes and billowing decorations flutter off the men and their mounts, more often then not embroidered detailing past deeds and exploits. To their allies the sight of the Imperial Knights are rallying and joyful, to their enemies a sight to despair.</i>							

E	Dragoon			Infantry		Imperial Legion	
HP2+1	MG2	STR8+1	AGL8	SPD4+3	WLP9	ARM8+1 M	30\$
Equipment:	Legion Curiass, Shield, Silver Hand Weapon. Mounted. <ul style="list-style-type: none">The Dragoon may replace their Hand Weapon and Shield with a Claymore for 2\$						
<i>Dragoons are heavily armored cavalry organized in companies much like non-mounted infantry. As a whole they are more experienced and battle hardened Legionnaires, those that have some experience with fighting on horseback. While not at war these cavalry perform as internal security, patrolling against smugglers, trouble-doers, and monsters on the roads between cities. Many an adventurer has been assisted by such a patrolling Dragoon. In combat they are a sight to behold- clad in dark, thick armor, only slightly catching rays off the sun. Nearly no infantry in Tamriel can survive the charge of a full unit of Imperial Dragoons.</i>							

SP	Battlemage			Infantry		Imperial Legion	
HP3	MG13	STR8	AGL8	SPD4	WLP9	ARM8-H	45\$
Equipment:	Plate Armor, Silver Hand Weapon <ul style="list-style-type: none">The Battlemage may replace their Hand Weapon with a two-handed melee weapon for 3\$						
Spells:	Firebloom, Frostbloom, Lightning Bolt, Tinur's Hoptoad, Swimmer's Blessing, Second Barrier, Ward, Hearth Heal <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
Special:	Triumvirate, Leadership.						
Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with elemental damage and summoned creatures. The Imperial maintains several groups of Elite Battlemages, known to have turned the tide in many battles. Whether by sheer destructive potential or creative application of Alteration they are not a force to be reckoned with.							

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The armies of Skyrim are a collection of mighty warriors, each in service to a Jarl of the one of the land's many Holds. Their strength and ferocity are legendary in battle; although the Nords lack the organization and regimented training found in their southern kinsmen and long-standing allies the Imperials, they endure through their daily experience of hardship and sheer force of will.

C	Unproven			Infantry		Holds of Skyrim	
HP2	MG2	STR7	AGL7	SPD4	WLP7	ARM6-M	8\$
Equipment:	Chainmail, Spear <ul style="list-style-type: none"> The Unproven may replace their Spear with a Hand Weapon and Shield for free 						
Special:	Frost Resistance						
Where the Hold Guard are the slightest bit seasoned, Unproven are the exact opposite. Mostly made up of young men and farmers, the Unproven take to battle, searching to earn a name and place within a Jarl's service.							

S	Hold Guard			Infantry		Holds of Skyrim	
HP2	MG2	STR8	AGL7	SPD4	WLP8	ARM7-M	10\$
Equipment:	Chainmail, Hand Weapon, Shield <ul style="list-style-type: none">The Hold Guard may replace their Shield with a Longbow for 2\$						
Special:	Frost Resistance, Leadership.						
<i>Hold Guard are the common watchmen of Skyrim's cities and villages. The guards of Skyrim's towns are the first to be called upon in war; where they enforce laws and catch petty thieves in times of peace, they are ever prepared to raise their swords in times of war. The Hold Guard consist of a motly assortment of young men aspiring to make a name for themselves, conscripted thugs, burly farmers sharpening their pitchforks into spears, battle veterans recovering from knee injuries, and officials sent to uphold the Jarl's peace among the settlements. But whatever their background, they are all common folk already toughened by their past lives, ready to fight and earn a place in Sovngarde at a moment's call.</i>							

S	Huntsman			Infantry		Holds of Skyrim	
HP2	MG2	STR8	AGL8	SPD4	WLP8	ARM6-L	12\$
Equipment:	Leather Armor, Hand Weapon, Longbow						
Special:	Frost Resistance, Triumvirate						
<i>Many Nords of Skyrim are drawn to the dangerous wilds at an early age. They live a simple life, as hunters, poachers, or serving as the Jarl's foresters. Skilled archers are a powerful tool in battle, as from the folk of the backwoods come the bravest and hardest lot in all of Skyrim. It is thus a common sight for a company to be recruit from these rugged individuals.</i>							

S	ðegn			Infantry		Holds of Skyrim	
HP2	MG2	STR8	AGL8	SPD4	WLP8	ARM7-M	14\$
Equipment:	Chainmail, Hand Weapon, Shield <ul style="list-style-type: none">The Nord ðegn may replace their Shield with a Longbow for 2\$The Nord ðegn may replace their Hand Weapon and Shield with a Battleaxe or Poleaxe for 2\$						
Special:	Frost Resistance, Leadership						
<i>There is not much formal structure by way of military rank in Nordic armies- especially so among the scouting parties and boatsmen that sail from the frozen shores. The term Oegn is granted to more experienced warriors, those that have been seasoned by winter and sail for many a year. A Nord hold will generally only have few of such warriors, perhaps as many as twenty score, as their services are greatly in demand.</i>							

SP	Minstrel			Infantry		Holds of Skyrim	
HP2	MG2	STR8	AGL8	SPD4	WLP9	ARM6-L	17\$
Equipment:	Leather Armor, Hand Weapon, Longbow, Instrument						
Special:	<div>Frost Resistance, Leadership<ul style="list-style-type: none"><u>Embolden</u>: Long action, activate any time, target within 12” has +1 STR this turn. Costs 2MG.<u>Cadence</u>: Long action, activate any time, allies within 6” have +1 SPD this turn. Costs 1MG.<u>Stain on the Moon</u>: Long action, activate any time, target within 12” may re-roll a Fear effect. Costs 1MG.</div>						
<i>To be a Bard of Skyrim is an art and an honor. Trained by master musicians, often at the Bard's College of Solitude, it is the task of these minstrels to sing the sagas of past heroes. In battle, they provide companionship, mirth and inspiration to those around them. Some Bards are payed to sing at the court of a Jarl, or hired by innkeepers and traders to entertain their customers. Others wander the land, singing songs as they go for those with the coin, all while wooing fair maidens and dispatching brigands and monsters with a blade kept close at hand. Some call them vagabonds, and seek to reign in their exploits; others see them as adventurers of the finest sort, and have no qualms in seeking their assistance in battle.</i>							

SP	Court Wizard				Infantry	Holds of Skyrim	
HP2	MG11	STR8	AGL8	SPD4	WLP9	ARM5-L	25\$
Equipment:	Robes, Staff, Hand Weapon <ul style="list-style-type: none">The Court Wizard may take Chainmail (7-M) for 5\$						
Special:	Frost Resistance						
Spells:	Firebloom, Frostbloom, Bound Sword, Second Barrier, Hearth Heal <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$						
<i>The secretive College of Winterhold provides instruction in the classical magic tradition to any Nords willing to learn such arts. Within the College's walls, dark secrets of Necromancy are often exchanged among wizards and their apprentices. And in the wilds, far from the vestiges of civilization, demon worshipers and hags perform unthinkable and savage rituals. It is from this dangerous abuse of magicka, this black sorcery, that many Nord villagers and common soldiers come to distrust magicians and their trade. But magic is not without its uses. Every Jarl employs several wizards to provide counsel at his court, granting him access to and basic understanding of the nature of magicka. Court wizards often prefer to be neutral to political issues, especially those occurring between Holds, but it is not without precedent that a wizard might offer or be required to give magical support to his Hold's muster in time of need.</i>							

E	Honored Veteran			Infantry		Holds of Skyrim	
HP3	MG2	STR9	AGL8	SPD4	WLP9	ARM8-M	28\$
Equipment:	Chainmail, Poleaxe <ul style="list-style-type: none"><i>The Honored Veteran may replace their Poleaxe with a Hand Weapon and Shield for free</i>						
Special:	Frost Resistance, Leadership						
<i>The ranks of the armies of every Hold do not merely consist of commoners and watchmen called to war by the law of the fyrd, but also of the Jarl's own army, skilled warriors who have seen countless years of battle, yet have not yet reached the fated day when Shor's battle-wives choose them to join the slain in Sovngarde. These men are the core of a Jarl's forces, bands of brave men and fearsome berserkers who wear the scars and trophies of many victories. The warrior spirit of the Nords truly burns within their hearts.</i>							

E	Housecarl			Infantry		Holds of Skyrim	
HP3	MG3	STR9	AGL9	SPD4	WLP9	ARM9-H	45\$
Equipment:	Plate Armor, Hand Weapon, Shield, 2x Throwing Weapons <ul style="list-style-type: none">The Housecarl may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$The Housecarl may replace their Plate Armor with Chainmail (8-M) for free						
Special:	Frost Resistance, Triumvirate, Leadership						
Spells:	Sparks and Bound Weapon or any one Shout						
<i>A Housecarl (or Huscarl) is a title bestowed upon the bodyguard of an important person in Skyrim. Generally excelling at physical combat, the housecarl protects their liege, their home, their family, and their assets until death. The nine Jarls of Skyrim each have a small group of housecarls. It is common practice for Thanes to have a housecarl as well. They are all formidable warriors, usually found fighting beside or close to their master. Because of their prestige and rank they are given the best armor and arms available.</i>							

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The Dragon Cult began as a sect within the traditions of animal worship brought by Atmorans to Tamriel. Certain scholars believe these were "totem animals" for the modern Divines; in which case, worship of the dragon corresponded to worship of Akatosh. Dragons were revered more than any other, and they were comfortable in assuming positions as god-kings over men. Their servants, the dragon priests, kept the peace between dragons and men, and their power was so great that uttering any word for "dragon" was forbidden to all mankind except them. They made laws for the society of men, and were on par with kings. Great temples and barrows were built by mortal hands to their glory. But those ages are long gone, for great heroes of man arose, and stole the power of the Thu'um from the Dragons to do battle with them. One by one the Dragons were slain, until but a few remained. The great barrows still stand, haunted by the Draugr, or Wights, the restless long-dead remains of the damned who once bowed down to the Dragons in awe.

C	Draugr Thrall			Infantry		Dragon Cult	
HP2	MG0	STR7	AGL7	SPD3	WLP6	ARM6-L	9\$
Equipment:	Rags, Hand Weapon, Shield						
Special:	Resistant to Ranged, Undead						
<i>Draugr Thralls are the weakest variant of the restless dead. Unlike their brethren they are rotted to nearly the bones, whether by poor rituals or simply their service over millenia. Unlike their brethren the Thralls are nearly without intelligence, or strength, and as a result make poor guards and warriors.</i>							

S	Draugr			Infantry		Dragon Cult	
HP2	MG0	STR8	AGL7	SPD3	WLP7	ARM7-M	13\$
Equipment:	Ancient Nordic Armor, Hand Weapon, Shield <ul style="list-style-type: none">The Draugr may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$						
Special:	Resistant to Ranged, Undead, Leadership						
<i>Many legends are told of how a man becomes a Draugr: some are said to be damned for their allegiance with the Dragons, others for the rites of cannibalism indulged in by the ancient cults. But all now roam the northern parts of Tamriel, slaying all who wander too near the ruins of their once-great civilization. And within the windswept barrows, tens of thousands more sleep embalmed, awaiting a foolish fortune-hunter to awaken them and meet his death.</i>							

C	Draugr Huntsman			Infantry		Dragon Cult	
HP2	MG0	STR8	AGL8	SPD3	WLP7	ARM7-M	16\$
Equipment:	Ancient Nordic Armor, Hand Weapon, Longbow						
Special:	Resistant to Ranged, Undead						
<i>Draegur Huntsmen are restless dead with a knack for marksmanship. Even long after their deaths they retain their impressive skills, back from their past life. More than a few adventurers lives were cut short by the unerring accuracy of a Draegur Huntsman.</i>							

SP	Disciple			Infantry		Dragon Cult	
HP2	MG12	STR7	AGL8	SPD4	WLP9	ARM5-L	23\$
Equipment:	Robes, Staff <ul style="list-style-type: none"><i>The Disciple may take Ancient Nordic Armor (7-M) for 5\$</i>						
Special:	Resistant to Ranged, Undead						
Spells:	Flames, Frostbite, Frostbloom, Second Barrier, Hearth Heal <ul style="list-style-type: none"><i>May take Conjure Flame Atronach (2M) for +25\$</i><i>May take Conjure Frost Atronach (3M) for +40\$</i>						
<i>Because Draugr retain their former human skills, their different personalities are evident in the way they fight. A small number of the Draugr are proficient with magic- those capable quickly taken under the wing of dragon priests, so that they might better serve their lords. Unlike the modern day Nords there was no distrust of magick, only a monopoly on it, so the Draugr Disciples are capable of great feats of spellcasting- blasting away with ancient Destruction magick or summoning powerful Atronachs.</i>							

S	Restless Draugr			Infantry		Dragon Cult	
HP3	MG0	STR8	AGL8	SPD3	WLP8	ARM7-M	24\$
Equipment:	Ancient Nordic Armor, Hand Weapon, Shield <ul style="list-style-type: none"><i>The Draugr may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$</i>						
Special:	Resistant to Ranged, Undead, Leadership						
<i>Slightly stronger than the average dead, Restless Draugr are more powerful warriors and skirmishers bound to the dragon cult.</i>							

S	Ice Wraith			Beast		Dragon Cult	
HP3	MG0	STR10	AGL8	SPD4	WLP5	ARM8	30\$
Equipment:	Claws						
Special:	Aura Damage Frost (1-), Cannot Parry, Horizontal, Immune to Frost/Paralyze, Weakness to Fire						
<i>In the frozen heart of Skyrim's wilds dwell fierce and cruel spirits of snow, their icicle fangs sharp as swords: the Ice Wraiths. The Ice Wraiths have preyed upon the Nords since before the dawn of recorded history, bringing swift and icy death to those who would ventured forth unprepared. Driving back their predations has long been a martial tradition of Skyrim; slaying one is a rite of passage into manhood in some villages, and is widely considered a sign of worthwhile prowess in a warrior. A defeated Ice Wraith expels its magicka in liquid form: this bitter cold draught protects the drinker from the frostbite induced by the Wraith's heartstopping breath.</i>							

E	Draugr Wight			Infantry		Dragon Cult	
HP3	MG4	STR8	AGL8	SPD3	WLP8	ARM8-H	35\$
Equipment:	Ancient Nordic Armor, Hand Weapon, Shield <ul style="list-style-type: none">The Draugr may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$						
Special:	Resistant to Ranged, Undead, Leadership						
Spells:	Frostbite <ul style="list-style-type: none">May take Conjure Frost Atronach (3M) for +40\$						
Haunting the darkest depths of the barrows are the Wights. Unusually resistant to their enemies blows, these undead charge into battle casting icy curses upon their foes, before tearing them to pieces with their incredible strength. Beware, all who would enter the burial-places of the Dragon Cults.							

E	Draugr Scourge			Infantry		Dragon Cult	
HP4	MG5	STR9	AGL8	SPD4	WLP8	ARM8-H	50\$
Equipment:	Ancient Nordic Armor, Hand Weapon, Shield						
Special:	Resistant to Ranged, Triumvirate, Undead, Leadership						
Spells:	<div>Select one of the following;</div> <div><div><div><div></div></div><div>Frostbite, Frostbloom, Bound Sword</div></div><div><div><div></div></div><div>Shout: Fire Breath</div></div><div><div><div></div></div><div>Shout: Frost Breath</div></div><div><div><div></div></div><div>Shout: Disarm</div></div></div> <div><div><div></div></div><div>May take Conjure Frost Atronach (3M) for +40\$</div></div>						
Among the most dreaded of the undead are the great Scourge Lords of the Draugr. Masters of many forms of combat and magic, these ghouls were once famed warriors in eras. Now they lurk in the darkness of their tombs, plotting the woeful slaughter of the living.							

Special	Brown Dragon			Monster		Dragon Cult	
HP6	MG0	STR11	AGL8	SPD5	WLP10	ARM10	100\$
Equipment:	Claws						
Special:	Cannot Parry, Fearsome, Flight, Horizontal, Stomp (2-), Leadership. When this unit would deal a wound it deals two instead.						
Shouts:	The Brown Dragon has either Fire Breath or Frost Breath and may Shout three times with no cooldown or roll needed. After these three Shouts have been used it may not Shout further that battle.						
<i>A Dragon whose Thu'um is weak subordinates itself to those greater than it, following their lead. Nevertheless, even the smallest of the Dragons is a living engine of destruction, and a breathing master of the Voice. Not a brave warrior nor a vast army can claim safety against the destruction that the Thu'um of a single Child of Akatosh can wield.</i>							

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The military of High Rock is made up of large blocks of light infantry, normally pike or footmen, backed up by throngs of powerful spellcasting knights and magicians. Vital to High Rock is the Mages Guild, which has found itself integrated into many aspects of every day life, and even many positions of power. For this reason, and their mer ancestry, magick is quite prevalent among the Bretons.

S	Armsman			Infantry		High Rock	
HP2	MG2	STR7	AGL7	SPD4	WLP7	ARM7-M	11\$
Equipment:	Chainmail, Hand Weapon, Shield <ul style="list-style-type: none">The Armsman may replace their Shield with a Longbow for 2\$The Armsman may replace their Hand Weapon and Shield with a Spear for 1\$						
Special:	Minor Resistance to Magick, Leadership						
<i>Armsmen are professional, well-trained warriors that serve in the organized military of a lord. Though they hold no real status like the Knights or Magickal Elite, they are still considered more respectable then other common rabble. Many Armsmen begin their careers at an early age by joining a local fighters guild, or performing guard duty. During a stroke of luck this individual is then hired on by a noble or king, to fill the ranks of their army. Armsmen are well trained, much of their peacetime schedule spent training. In addition to frequent practicing they are better armed then their peers- either granted or loaned equipment by their patron.</i>							

S	Squire			Infantry		High Rock	
HP2	MG2	STR7	AGL7	SPD4	WLP9	ARM7-M	12\$
Equipment:	Chainmail, Hand Weapon, Shield						
Special:	Minor Resistance to Magick						
Spells:	Flames						
<i>Members of the destitute peasantry are not always satisfied with what they have. When a flight of fancy, or desperation takes grip of such folk, sometimes they leave home to seek out fortune on their own terms. It is well known that High Rock nobility is vaguely determined, and arguably achievable by anyone, so this drive for fame is deeply rooted in many Bretons. All across the land young men and women seek to quest and do good by others– hunting monsters, slaying villains, performing good deeds in hope of recognition. A depressingly small number of these people end up finding their fortune, but some yet become Spellswords or Crusaders of excellence.</i>							

S	Crossbowman			Infantry		High Rock	
HP2	MG2	STR7	AGL8	SPD4	WLP7	ARM6-L	13\$
Equipment:	Textile Armor, Crossbow						
Special:	Minor Resistance to Magick						
<i>The armies of High Rock are all about efficiency. In particular the force favors the easy to use but highly destructive crossbows. While the armor penetrating weapon is deadly by itself, when armed en masse by magick resistant Bretons the hail of bolts can be overwhelming. Being among casters as it is, they also recognize the deadliness inherit in crossbows against the unprepared caster.</i>							

SP	Turncoat			Infantry		High Rock	
HP2	MG8	STR7	AGL9	SPD4	WLP8	ARM6-L	21\$
Equipment:	Textile Armor, Poisoned Hand Weapon						
Special:	Minor Resistance to Magick						
Spells:	Black Hand, Bound Sword, Water Walking, Invisibility						
<i>Bretons are said to enjoy intellectual pursuits; they often have an affinity for anything related to logic and ordered complexity. Espionage has proven to be one of their strong suits; Breton double agents, assassins, and spies have turned the tide of wars throughout recorded history.</i>							

E	Spellsword			Infantry		High Rock	
HP2	MG7	STR8	AGL8	SPD4	WLP8	ARM7-M	22\$
Equipment:	Chainmail, Hand Weapon, Shield <ul style="list-style-type: none"><i>The Spellsword may replace their Hand Weapon and Shield with a Claymore for 2\$</i>						
Special:	Minor Resistance to Magick, Triumvirate, Leadership						
Spells:	Bound Sword, Second Barrier, Hearth Heal						
Spellswords are spellcasting specialists trained to support troops in skirmish and in battle. They are trained in the dual talents of swordplay and magick, equally adapt at either. Unlike battle magi, they are often given lighter skirmishing armor, and are also trained in less destructive arts of magick. Alteration is taught to the spellswords to benefit the units they are attached to, and Restoration, to tend to those who might need healing. Veteran spellswords are prized mercenaries and can take the role of adventurer with ease.							

SP	Magician			Infantry		High Rock	
HP2	MG14	STR7	AGL7	SPD4	WLP9	ARM5-L	25\$
Equipment:	Robes, Staff						
Special:	Minor Resistance to Magick, Leadership						
Spells:	Flames, Firebloom, Lightning Bolt, Bound Sword, Second Barrier, Hearth Heal <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Dremora (2M) for +26\$May take Conjure Frost Atronach (3M) for +40\$						
<i>It is unsurprising that many of the most powerful sorcerers in history have hailed from High Rock. Here, children are often tested for magical aptitude, and quickly placed under tutorships of older mages when proven able. From there one can rise through the ranks of the local Mages Guild (who encompassed most, if not all of High Rock), or eschew the guidance and seek training on their own terms. The armies of High Rock are never short on supply of mages, able to hire many through the local guild, or more likely, already have some within their service.</i>							

E	Knight			Infantry		High Rock	
HP3	MG4	STR8	AGL8	SPD4	WLP9	ARM8-H	35\$
Equipment:	Plate Armor, Hand Weapon, Shield <ul style="list-style-type: none">The Knight may replace their Hand Weapon with a Flail for freeThe Knight may replace their Hand Weapon and Shield with a 2-handed melee weapon for 2\$						
Special:	Minor Resistance to Magick, Leadership						
Spells:	Bound Sword, Second Barrier						
High Rock has several different orders of knight, such as from the Order of the Dragon or Order of the Rose, and even more magick elite that would presume to be nobles. These men and women appreciate intellectual pursuits of magick, speechcraft, and warfare, also bearing the best armor and arms Bretonny has to offer. During wartime these nobles tend to group together and form a solid wing of cavalry, running down light infantry with deliberate enthusiasm.							

Tombas of Hammerfell

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The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many weapon and armor styles, Redguards are also physically blessed with hardy constitutions, resistance to poison, and quickness of foot. Redguards do not share the same blood as the other human races, and they have no connection with the ancestral Nordic homeland of Atmora.

Special Rules:

Adrenaline Rush: A Redguard model may use this ability once each game at any time, gaining the Extra Attack special. On its following turn the model will lose the effect and be Dazed. A model that has Extra Attack and uses Adrenaline Rush will have Extra Attack II; an Attack action becomes three instead.

Tolerance: A unit with Tolerance is only hit at +1AP with poisoned weapons and has +1ARM against poison spells when applicable.

Porcelain Armor: A model wearing Porcelain or Heavy Porcelain Armor ignores any AP from fire-based attacks.

C	Ibuto			Infantry		Tombas of Hammerfell	
HP2	MG2	STR7	AGL9	SPD4	WLP7	ARM5-L	11\$
Equipment:	Fur Armor, Hand Weapon, 3x Javelins						
Special:	Adrenaline Rush, Tolerance						
<i>The Ibuto are backwards, traditional savages who live deep in the Alik'r deserts. It is there they live off of the land by hunting and warring with other tribes. Unlike most Redguards the Ibuto seem to shun technology, shunning it as Dura-Hi or Eastern garbage. Despite their eccentricities they remain capable warriors, their swordplay and accuracy with the javelin indisputable.</i>							

S	Raga Soldier			Infantry		Tombas of Hammerfell	
HP2	MG2	STR8	AGL8	SPD4	WLP8	ARM7-M	12\$
Equipment:	<div>Battle Garb, Hand Weapon, Shield<ul style="list-style-type: none">The Raga Soldier may replace their Shield with a Longbow for +2\$The Raga Soldier may replace their Hand Weapon and Shield with a Claymore for +2\$The Raga Soldier may replace their Battle Garb with Porcelain Armor (8-M) for 3\$</div>						
Special:	Adrenaline Rush, Tolerance, Leadership						
Warriors without compare, the mainstay Hammerfell soldier is a ferocious combatant. Strong, agile, and well armed, they are nearly without equal. Their natural resilience to poisons and ability to heighten their speed during combat only further bolsters their fighting prowess. Occasionally they are armored with traditional Porcelain armor, to better withstand harsh temperatures and combat.							

S	Alik'r Mercenary				Infantry	Tombas of Hammerfell	
HP2	MG3	STR8	AGL8	SPD4	WLP8	ARM7-M	16\$
Equipment:	Porcelain Armor, Hand Weapon						
Special:	Adrenaline Rush, Tolerance, Leadership						
Spells:	<ul style="list-style-type: none"><i>The Alik'r Mercenary may take Paralyzing Touch for 2\$</i>						
<i>The Alak'r are nomadic wanderers of the great Alakir desert that comprises the bulk of the province of Hammerfel. Like most Redguard, they are disgusted by The Empire's surrender and The White Gold Concordant. Despite being quite traditional and xenophobic their mercenaries are willing to work for whoever has enough coin. Unlike other Redguards they also are willing to dabble in forbidden Dura-hi, or Eastern, magick- whatever tool can get the job done. For this reason many correctly view them as nefarious sell-swords, even among the Redguards themselves.</i>							

SP	Kogo Tong Assassin			Infantry		Tombas of Hammerfell	
HP2	MG6	STR8	AGL8	SPD4	WLP8	ARM7-L	18\$
Equipment:	Battle Garb, Poisoned Hand Weapon						
Special:	Adrenaline Rush, Fire Resistance						
Spells:	Black Hand, Water Walking, Invisibility						
<i>The Dark Brotherhood has never managed to establish a firm hold on the province of Hammerfell, likely attributed to the fact that Redguards are known for challenging opponents to duels to the death instead of resorting to more subtle machinations. The only known group of Assassins in Hammerfell are the Kogo Tong, a group of elite Dunmer assassins in sworn service of the Crown Prince since the beginning of the Third Era. They are unlike other assassin groups in that new members are not allowed to join- only descendants of the original assassins make up the group.</i>							

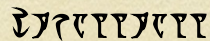
SP	Metat			Infantry		High Rock	
HP2	MG10	STR8	AGL8	SPD4	WLP9	ARM6-L	25\$
Equipment:	Leather Armor, Hand Weapon <ul style="list-style-type: none">The Metat may take Porcelain Armor (7-M) for 5\$						
Special:	Adrenaline Rush, Tolerance						
Spells:	Flames, Firebloom, Bound Sword, Second Barrier, Hearth Heal						
<i>The practice of Eastern magic, or Dura-hi, is forbidden in many areas of Hammerfell. Due to this distaste, and their hate of outsiders, traditional magic is quite rare within the land of the Redguards. The occasional would-be-mage is stubborn and secretive enough to learn despite the blanket of knowledge- studying smuggled tomes and practicing in the frozen desert nights. These men and women are known as Metats. No proud Redguard would ever consider hiring their services, though the blending of Eastern Magick and traditional Yokudan swordplay can be quite remarkable.</i>							

E	Hel Korei				Infantry	Tombas of Hammerfell	
HP3	MG2	STR8	AGL9	SPD5	WLP9	ARM9-H	40\$
Equipment:	Heavy Porcelain Armor, Claymore <ul style="list-style-type: none">The Hel Korei may replace their Heavy Porcelain Armor with Porcelain Armor (8-M) for free						
Special:	Adrenaline Rush, Agile, Extra Attack, Tolerance, Leadership When a Hel Korei uses an Attack action you may choose to only attack only once but at ++1 AP. This effect is doubled to ++2 AP if under the effects of Adrenaline Rush.						
Four Korei, or great clans remain within Hammerfell. It is these clans that see to it that the borders are protected, political unrest is minimized, and any foreign threats are destroyed. Among the greatest warriors in a clan are the Hel Korei- noble-born knights who act as paragons of the Redguard people. Each of the Hel Korei are unwavering in their devotion to their masters and their people, and amazing combatants to behold. During peacetime they can be seen patrolling or guarding the streets of Hammerfell, clad in their ceremonial porcelain armor, wielding blades from times long forgotten.							

E	Sword-Singer			Infantry		Tombas of Hammerfell	
HP2	MG5	STR8	AGL9	SPD5	WLP9	ARM9-H	50\$
Equipment:	Heavy Porcelain Armor, Shield <ul style="list-style-type: none">The Sword-Singer may replace their Heavy Porcelain Armor with Porcelain Armor (8-M) for free						
Special:	Adrenaline Rush, Agile, Extra Attack, Tolerance, Leadership A Sword Singer may not have their Bound Weapon dispelled or otherwise removed once cast.						
Abilities:	Bound Sword, Bound Claymore.						
Called Brothers of the Blade or Maidens of the Spirit Sword, the Sword-singers are initiates into the Yokudan art of Sword Singing. Though they do not yet have the skill to form a Shehai, or sword of the mind, they study the Virtues of War, so that they might train their bodies and minds into a formidable weapon, aspiring to one day achieve the rank of Ansei.							

E	Ansei			Infantry		Tombas of Hammerfell	
HP3	MG6	STR9	AGL10	SPD5	WLP10	ARM9-H	70\$
Equipment:	Heavy Porcelain Armor, Shield <ul style="list-style-type: none"><i>The Ansei may replace their Heavy Porcelain Armor with Porcelain Armor (8-M) for free</i>						
Special:	Adrenaline Rush, Agile, Extra Attack, Tolerance, Leadership <i>An Ansei may not have their Bound Weapon dispelled or otherwise removed once cast.</i>						
Abilities:	Bound Sword, Bound Claymore, Element Split. <i>(Element Split: 0MG, requires bound weapon. The Sword Singer and a target in base contact with them both contest WLP- whichever model fails is instantly destroyed. On a tie the Sword-Singer will be destroyed. May only be cast once per game.)</i>						
<i>A fabled Ansei, or Sword-Singer, these men and women are capable of forming a blade of pure energy by sheer mental discipline. With this spirit-sword they are capable of performing great acts of swordplay and power- cleaving through foes effortlessly, sundering powerful artifacts, and if legend is true, used in a technique called the Pankratosword. With this forbidden, forgotten technique, a Sword-singer is able to utterly destroy not only matter but also very ideas and concepts. It is thought this technique is responsible for the sinking of the Redguard homeland of Yokuda.</i>							

Goblin-Ken of Orsinium



Orcs, also called Orsimer or "Pariah Folk" in ancient times, are sophisticated, beastlike people of the Wrothgarian Mountains, Dragontail Mountains, and Orsinium. They are noted for their unshakable courage in war and their unflinching endurance of hardships. In the past, Orcs have been widely feared and hated by the other nations and races of Tamriel, and were often considered to be goblin-ken. However, they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor's Legions. Orc armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire, and are fearsome when using their berserker rage. Most Imperial citizens regard the Orc society as rough and cruel. The Orcs of the Iliac Bay region have developed their own language, known as Orcish, and have often had their own kingdom, Orsinium.

Special Rules:

Berkserk: An Orc model may use this ability, once each game at any time, to receive a bonus +1STR for that turn. On its following turn the model will lose the effect and be Dazed.

The Cursed: A unit with The Cursed is slightly resistant to Magick- reduce the AP of spells by 1 when applicable.

Blood Kin: You may take a single (S) Infantry model from another army list, so long as it has a non-staff melee weapon of some sort.

C	Savage Orc			Infantry		Goblin-Ken of Orsinium	
HP2	MG2	STR8	AGL7	SPD4	WLP7	ARM6-L	8\$
Equipment:	Rags, Spear <ul style="list-style-type: none">The Savage Orc may replace their Spear with a Hand Weapon and Shield for free						
Special:	Berserk, The Cursed						
Living within the Wrothgarian Mountains are the more backwards and primitive orcs- orcs who put the stronhold-dwelling kind of to shame in sheer backwardsness. These savages are nomadic, living off the land, only garbing themselves in crude hides and using stolen weapons.							

S	Goblin			Infantry		Goblin-Ken of Orsinium	
HP2	MG2	STR8	AGL6	SPD4	WLP5	ARM6-L	10\$
Equipment:	Rags, Hand Weapon, Shield <ul style="list-style-type: none"><i>The Goblin may replace their Hand Weapon and Shield with a Shortbow for 2\$</i>						
Special:	Regenerate (1-)						
<i>The goblin, much like the orc, is found in various types all across Tamriel. Although not terribly skilled in combat, and rarely in magic, goblins can become dangerous in the large numbers in which they are usually found. Goblins share a kindred spirit with orcs and ogres, and as such, can get along and occasionally work together.</i>							

S	Orc Warrior			Infantry		Goblin-Ken of Orsinium	
HP2	MG2	STR8	AGL7	SPD4	WLP8	ARM7-M	11\$
Equipment:	Light Orcish Armor, Hand Weapon, Shield <ul style="list-style-type: none">The Orc Warrior may replace their Hand Weapon and Shield with a two-handed melee weapon for 3\$The Orc Warrior may replace their Light Orcish Armor with Orcish Armor (8-H) for 2\$						
Special:	Berserk, The Cursed, Leadership						
It comes as no surprise that Orc Warriors are well armored and fierce combatants– their unshakable courage and great endurance make them natural warriors, even before their expertly crafted armor. In combat orcs are capable of entering a berserk state where they feel no pain and become terribly strong.							

S	Vagabond			Infantry		Goblin-Ken of Orsinium	
HP2	MG2	STR8	AGL8	SPD4	WLP8	ARM6-L	13\$
Equipment:	Leather Armor, Hand Weapon, Longbow						
Special:	Berserk, The Cursed						
<i>Orc Vagabonds are those that do not settle down and stay within a city or stronghold, but have also not broken the code of Malacath. These explorers and sightseers tend to be skilled hunters and marksman, trusting to their own skills to live as they navigate the wilds.</i>							

SP	Goblin Officer			Infantry		Goblin-Ken of Orsinium	
HP2	MG8	STR8	AGL6	SPD4	WLP7	ARM6-L	16\$
Equipment:	Rags, Staff, Claws						
Special:	Regenerate (1-), Leadership						
Spells:	Flames, Firebloom, Grave Curse						
Goblin Officers are the seers and shamans of goblin tribes. They have a knack for simple Destructive magicks and are capable of training Durzogs.							

S	Proven			Infantry		Goblin-Ken of Orsinium	
HP2	MG2	STR9	AGL8	SPD4	WLP8	ARM8-H	17\$
Equipment:	Orcish Armor, Claymore <ul style="list-style-type: none">The Proven may replace their Claymore with a Hand Weapon and Shield for free						
Special:	Berserk, The Cursed, Leadership						
Proven are veteran, experienced orcs in the prime of their life. This period can be somewhat fleeting, as wounded or elderly orcs are left to set out into the wilds and find a worthy death. Until this time, ever growing closer, the Proven throw themselves into combat all the harder, attempting to win mates or fame.							

SP	Priest of Malacath			Infantry		Goblin-Ken of Orsinium	
HP2	MG8	STR8	AGL8	SPD4	WLP8	ARM6-L	21\$
Equipment:	Robes, Staff <ul style="list-style-type: none">The Priest of Malacath may replace their Robes with Orcish Armor (8-H) for 5\$						
Special:	Berserk, The Cursed, Leadership						
Spells:	Flames, Second Barrier, Hearth Heal, Dispel						
The Priests of Malacath are those closest in tune with the Daedric Prince Malacath. They are the ones that see to it that the laws are kept, and with the Chieftain's permission, punish those who break it. Though not as proficient in magick as a mage proper, a mage proper likewise cannot almost rip off someone's head.							

E	Berserker			Infantry		Goblin-Ken of Orsinium	
HP3	MG2	STR9	AGL8	SPD4	WLP6	ARM6-L	26\$
Equipment:	Leather Armor, Claymore <ul style="list-style-type: none">The Orc Warrior may replace Claymore with a Battleaxe for free						
Special:	Rampage, The Cursed						
Orcs who embrace their berserking nature, or who develop an anger too terrible to hold, fall to the path of the Berserker. These orcs take this to the next level- becoming so angry and fearsome in battle that they nearly cannot tell friend from foe, or if some stories are true, feel pain at all. They abandon their armor before battle and frequently bloody themselves in anticipation of a battle.							

S	War Durzog			Beast		Goblin-Ken of Orsinium	
HP3	MG2	STR9	AGL8	SPD5	WLP5	ARM8	26\$
Equipment:	Claws						
Special:	Cannot Parry, Extra Attack, Horizontal						
<i>Durzogs are reptile dog-like creatures. They have thick spined armor, and a keen sense of smell, so they are frequently trained by goblins to patrol for intruders. Especially strong specimen are given spiked collars and trained for combat.</i>							

E	Chosen of Malacath			Infantry		Goblin-Ken of Orsinium	
HP3	MG2	STR9	AGL8	SPD4	WLP9	ARM8-H	40\$
Equipment:	Orcish Armor, Claymore <ul style="list-style-type: none"> The Chosen of Malacath may replace their Claymore with a Battleaxe for free 						
Special:	Rampage, The Cursed						
<i>The Chosen of Malacath embody all that is held dear by orcs; powerful, expert armorers, and vindictively punishing of those who do their kin wrong. Their might in battle is without compare, as is their ferocity. Each of the Chosen are seemingly marked by Malacath, as his Daedric servants seem to suffer their presence, and even fight beside them in times of great need.</i>							

E	Ogre			Monster		Goblin-Ken of Orsinium	
HP4	MG2	STR10	AGL7	SPD4	WLP6	ARM9	40\$
Equipment:	Rags, Hand Weapon, Claws						
Special:	Extra Attack, Weakness to Poison						
<i>Large, dull-witted humanoids, Ogres are most frequently found in Cyrodil and the Wrothguardian mountains. Being regarded as sub-human, perhaps rightfully, they have a long history of being killed and enslaved by the common races of Tamriel. They are another favored race of Malacath as a result- it is this Daedric prince who watches over them, and sees to it that they are freed when possible. Orcs and Ogres are able to get along marvelously, especially so in battle, where their different fighting styles compliment one another perfectly.</i>							

E	Ogrim			Monster		Goblin-Ken of Orsinium	
HP6	MG2	STR11	AGL8	SPD3	WLP-	ARM8	60\$
Equipment:	Claws						
Special:	Cannot Parry, Ethereal, Regenerate (2-), Unbreakable						
<i>Enormous Daedra with very little intellect, Ogrim are chiefly sent into the mortal world to menace living things for the amusement of Daedra Princes. They are most often associated with Malacath. They are immune to normal weapons and can regenerate wounds very quickly, which combined with their great size and strength, makes them quite difficult to fight.</i>							

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C	Slave	Infantry	Aldmeri Dominion
HP1	MG-	STR7	AGL7
SPD4	WLP5	ARM3	5\$
Equipment: Hand Weapon <ul style="list-style-type: none"> <i>The Slave may replace their Hand Weapon with a Shortbow for 2\$</i> 			
<i>The Thalmor have no qualms about forcing so called "lesser races" into servitude. Most commonly this is done to the abhuman goblin folk, but prisoners of war are equally excusable in their minds. These malnourished and beaten folk are poor substitutes for the goblin hordes or elite Thalmor army, but are also inexpensive to field and lose in the throngs of battle.</i>			

S	Thalmor			Infantry		Aldmeri Dominion	
HP2	MG2	STR7(8)	AGL8	SPD4	WLP9	ARM7-M	12\$
Equipment:	Light Elvish Armor, Hand Weapon of Quality, Shield						
Special:	Weakness to Fire/Frost/Shock, Leadership						
<i>The mainstay soldier of the Aldmeri Dominion, these Altmer warriors are exceptionally skilled and without fear. To them, the removal of mankind is long since due, and they fight with this same conviction. Each of them are armored in golden-hued elven armor, decorated with sun-bird filigree and designs, and given similarly well-forged armaments. In addition to being skilled fighters most of the Thalmor soldiers also have at least basic knowledge with Destruction magick.</i>							

SP	Goblin Officer			Infantry		Aldmeri Dominion	
HP2	MG8	STR8	AGL6	SPD4	WLP7	ARM6-L	16\$
Equipment:	Rags, Staff, Claws						
Special:	Regenerate (1-)						
Spells:	Flames, Firebloom, Grave Curse						
Goblin Officers are the seers and shamans of goblin tribes. They have a knack for simple Destructive magicks and are capable of training Durzogs.							

S	Sentinel			Infantry		Aldmeri Dominion	
HP2	MG3	STR7	AGL9	SPD4	WLP9	ARM8-M	18\$
Equipment:	Elvish Armor, Claymore <ul style="list-style-type: none"><i>The Sentinel may replace their Claymore with a Longbow and Hand Weapon for free</i>						
Special:	Weakness to Fire/Frost/Shock						
Spells:	Flames						
<i>Sentinels are the expert blademasters, and expert marksman, who guard the ports and canals of the Summerset Isles. Occasionally their services are demanded by Justiciars or Magisters, who recognize their keen eye for detail and disregard for life.</i>							

SP	Neonate			Infantry		Aldmeri Dominion	
HP2	MG14	STR7	AGL8	SPD4	WLP9	ARM5-L	25\$
Equipment:	Robes, Staff, Hand Weapon <ul style="list-style-type: none">The Neonate may replace their Robes with Elven Armor (7-M) for 6\$The Neonate may replace their Hand Weapon and Staff with a Claymore for 3\$						
Special:	Weakness to Fire/Frost/Shock, Leadership						
Spells:	Firebloom, Frostbite, Lightning Bolt, Firewall, Ward, Second Barrier <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
Neonates are initiates into the spellcasting Schools of the Thalmor. Though lacking the total mastery that their superiors have over magick, these men and women are exceedingly powerful- well trained and indoctrinated by the strand libraries and conditioning.							

S	War Durzog			Beast		Aldmeri Dominion	
HP3	MG2	STR9	AGL8	SPD5	WLP5	ARM8	26\$
Equipment:	Claws						
Special:	Cannot Parry, Extra Attack, Horizontal						
<i>Durzogs are reptile dog-like creatures. They have thick spined armor, and a keen sense of smell, so they are frequently trained by goblins to patrol for intruders. Especially strong specimen are given spiked collars and trained for combat.</i>							

E	Justiciar			Infantry		Aldmeri Dominion	
HP2	MG8	STR8	AGL10	SPD4	WLP10	ARM8-M	28\$
Equipment:	Elven Armor, Hand Weapon, Shield <ul style="list-style-type: none"> The Justiciar may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$ The Justiciar may replace their Shield with a Longbow for 2\$ 						
Special:	Triumvirate, Weakness to Fire/Frost/Shock, Leadership <ul style="list-style-type: none"> If your army contains a Justiciar you may purchase up to 30\$ of Dwemer Animinculi 						
Spells:	Flames, Sparks, Poison, Firebloom						
<i>Justiciars are the official enforces of the terms of the White-Gold Concordat, specifically enforcing the ban on the worship of Talos. In essence they are inquisitors, performing terrible deeds on the citizens of Man from even imagined slights. Justiciars are feared and avoided for the near-total power that they hold over citizens. In combat they are masters of swordplay and capable of a wide variety of spell.</i>							

E	Ogre Slave			Monster		Aldmeri Dominion	
HP4	MG2	STR10	AGL7	SPD4	WLP6	ARM9	40\$
Equipment:	Rags, Hand Weapon, Claws						
Special:	Extra Attack, Weakness to Poison						
<i>Much like the smaller goblins, ogres are pressed into servitude by the Altmer. Unlike their smaller, more intelligent brethren, ogres are regarded as little more than tools and machines- they are beaten and mistreated until they have no mind of their own, only following their masters orders with sunken, distant eyes. Ogre slaves can be sent into combat, and despite their lack of training, remain deadly due to their massive size.</i>							

E	Magister			Infantry		Great Houses of Morrowind	
HP3	MG15	STR7	AGL8	SPD4	WLP9	ARM5-L	50\$
Equipment:	Robes, Staff, Hand Weapon. <ul style="list-style-type: none">The Magister may replace their Robes with Elven Armor (7-M) for 6\$						
Special:	Weakness to Fire/Frost/Shock, Leadership						
Spells:	Firebloom, Shockbloom, Frostbite, Lightning Bolt, Firewall, Frost Wall, Ward, Second Barrier, Hearth Heal <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
Description here							

Wildfolk of Valenwood

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The Bosmer are the Elven clan-folk of Valenwood, a forested providence in southwestern Tamriel. They rejected the stiff, formal traditions of Aldmeri high culture, preferring a more romantic, simple existence in harmony with the land. They are more nimble and quick in body and wit compared to their more elven cousins.

The Green Pact with the Forest God known as Y'free, the spirit of the now, is followed strictly by native Bosmer. Following this pact, of not harming or eating the vegetation of Valenwood, grants them the favor of this god. As a result they are able to call upon great beasts and monsters to fight alongside them, to drive out would-be invaders from Valenwood.

Special Rules:

Boiche Swiftmess. A model with this special has a +1 AGL bonus to hitting with ranged weapons. Additionally, the model may also Move, Fire, or Reload a Longbow in the same turn. Sometimes the AGL bonus will be higher- when this is the case the number will be listed in parenthesis.

C	Beast			Beast		Wildfolk of Valenwood	
HP2	MG2	STR8	AGL7	SPD5	WLP5	ARM7	8\$
Equipment:	Claws						
Special:	Cannot Parry, Horizontal <ul style="list-style-type: none">The Beast may take -1HP, Poisoned Claws, and Cannot Sprint for free						
The Boiche and native wildlife go back quite a ways. It did not take long for the Bosmer to realize that in Valenwood, there was no method of civilizing the area, but only coming out at the top of the food-chain. After asserting their dominance over millenia the local beasts are willing to follow those they see as rightful leaders.							

S	Tribal Huntsman			Infantry		Wildfolk of Valenwood	
HP2	MG2	STR7	AGL8	SPD5	WLP7	ARM6-L	11\$
Equipment:	Fur Armor, Hand Weapon, Shield <ul style="list-style-type: none">The Tribal Huntsman may replace their Shield with a Shortbow for 2\$						
Special:	Boiche Swiftmess, Immune to Disease, Leadership						
Though they may not harm or eat the vegetation of Valenwood, Y'free never asked of them to not eat the wildlife. Hunting is a part of the natural world. The Boiche, lacking farming almost entirely, send out great teams of hunters to feed their people. Great care is taken to not spook the prey, and to kill them almost without warning, as to cause as little suffering as possible. These same skills can be applied to hunt those that would deign enter their holy territory.							

S	Bosmer Archer			Infantry		Wildfolk of Valenwood	
HP2	MG2	STR7	AGL8	SPD4	WLP7	ARM6-L	12\$
Equipment:	Fur Armor, Hand Weapon, Shortbow <ul style="list-style-type: none">The Bosmer Archer may replace their Shortbow with a Longbow for 2\$						
Special:	Boiche Swiftness, Immune to Disease, Leadership						
Stealthy and nearly without equal, Bosmer Archers are renowned for their skills– from a very young age Bosmer are taught how to use, build, and make use of powerful bows. Over many years they become prodigies of marksman, the likes of which Dunmeri or Altmer cannot even manage.							

S	Ambusher			Infantry		Wildfolk of Valenwood	
HP2	MG2	STR7	AGL8	SPD5	WLP7	ARM6-L	13\$
Equipment:	Fur Armor, Hand Weapon, 2x Throwing Weapons <ul style="list-style-type: none">The Ambusher may replace their Hand Weapon with a Shortbow for 2\$The Ambusher may replace their Hand Weapon with a Claymore for 3\$						
Special:	Boiche Swiftness, Immune to Disease, Scout.						
Description here							

S	Stalker			Infantry		Wildfolk of Valenwood	
HP2	MG3	STR8	AGL8	SPD5	WLP8	ARM6-L	21\$
Equipment:	Fur Armor, Battleaxs, 2x Throwing Weapons						
Special:	Boiche Swiftness, Immune to Disease						
Spells:							
<div><ul style="list-style-type: none">The Stalker may take Paralyzing Touch for 2\$</div>							
Description here							

E	Bear			Beast		Wildfolk of Valenwood	
HP3	MG2	STR10	AGL7	SPD4	WLP6	ARM8	21\$
Equipment:	Claws						
Special:	Cannot Parry. Bears can capture objectives but not Attack while carrying one.						
Description here							

E	Androphagi			Infantry		Wildfolk of Valenwood	
HP2	MG2	STR8	AGL8	SPD4	WLP6	ARM7	24\$
Equipment:	Claws						
Special:	Agile, Boiche Swiftness, Extra Attack, Immune to Disease						
Spells:							
Description here							

S	Jasqpur			Infantry		Wildfolk of Valenwood	
HP2	MG2	STR7(8)	AGL8	SPD5	WLP8	ARM5	25\$
Equipment:	Hand Weapon of Quality, Poisoned Longbow						
Special:	Boiche Swiftness (+2 AGL), Scout.						
Description here							

SP	Druid			Infantry		Wildfolk of Valenwood	
HP2	MG10	STR7	AGL8	SPD5	WLP9	ARM5	25\$
Equipment:	Staff						
Special:	Boiche Swiftness, Immune to Disease, Leadership						
Spells:	Poison, Frostbloom, Insect Swarm, Second Barrier, Absorb Health, Heal Other						
Description here							

E	Centaur			Monster		Wildfolk of Valenwood	
HP3	MG2	STR9	AGL8	SPD6	WLP8	ARM7-L	30\$
Equipment:	Fur Armor, Hand Weapon, Shield <ul style="list-style-type: none">The Centaur may replace their Hand Weapon and Shield with a two-handed melee weapon for 4\$						
Special:	Immune to Disease						
Description here							

SP	Spriggan			Infantry		Wildfolk of Valenwood	
HP3	MG10	STR8	AGL8	SPD4	WLP10	ARM8	40\$
Equipment:	Claws						
Special:	Cannot Sprint, Extra Attack, Weakness to Fire, Leadership						
Spells:	Insect Swarm, Second Barrier, Hearth Heal Spriggan Spray (4MG, 12” range. Hits at AP0. The model, if hit, is struck again when activated- this occurs twice. This spell counts as poison, and as such, Barriers/Shielded/Undead ignore it.)						
Description here							

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Upon the scorching sands, and deep within the luscious jungle forests, dwells the beastmen Khajiit. Born from the gods into darkness, their lives bound to the alignment of the moons, they are a rather unhinged and varied people. Their armies are among the greatest skirmishing forces of Tamriel, and the most feral.

Night Eye: A model with this special never receives any AGL penalties for shooting in darkness.

Eye of Fear: Once per game a model may activate this special as a standard Action- target model within 12" must roll for Fear.

S	Khajiit			Infantry		Warriors of Elsweyr	
HP2	MG2	STR7	AGL8	SPD5	WLP7	ARM6-L	10\$
Equipment:	Battle Garb, Hand Weapon, Shield <ul style="list-style-type: none">The Ohmes Warrior may replace their Hand Weapon and Shield with a Longbow for 2\$						
Special:	Night Eye, Leadership						
<i>The mainstay bulk of Elsweyr Forces, most frequently these warriors are the race of Suthay-raht. While on average slightly less imposing than some Orcs or Nords, the innate ferocity and natural claws easily make up for this. The armament and gear of Khajiit very greatly by clan and region, though they normally wear light leather armor and use curved swords, spears, or their claws. The Elsweyr Warrior's preferred tactic is to hit hard and fast at night when other races are at a disadvantage.</i>							

E	Cathay			Infantry		Warriors of Elsweyr	
HP2	MG2	STR9	AGL7	SPD4	WLP7	ARM8-M	19\$
Equipment:	Splint Mail, Claymore <ul style="list-style-type: none">The Cathay may replace their Claymore with a Hand Weapon and Shield for free						
Special:	Eye of Fear, Night Eye						
<i>Dubbed Jaguar Men by the Imperials, the ferocious Cathay are among the largest and beefiest bipedal Khajiit. Each stands nearly seven feet tall and are heavily muscled, their claws and teeth more prominent than the other subspecies. The Khajiit favor them as personal bodyguards or shock-and-awe troops, frequently giving them heavier armor and great weapons. When properly equipped the Cathay are a force to be reckoned with – and it's for this reason that the Mane favors them as Warrior Guard.</i>							

SP	Jo			Infantry	Warriors of Elsweyr		
HP2	MG10	STR7	AGL8	SPD5	WLP8	ARM5-L	22\$
Equipment:	Robes, Hand Weapon <ul style="list-style-type: none">The Jo may replace their Robes with Battle Garb (6-L) for 3\$						
Special:	Night Eye						
Spells:	Firebloom, Flames, Second Barrier, Ward, Hearth Heal <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$						
Though Khajiit are naturally disinclined against magick, some still have a calling to learn it. These young men and women frequently set out for a different province and join the local Mages Guild, or seek out a mentor that might be wishing to teach them locally. Only after years of study and work are these Jo capable of standing against other similar mages, and it's possible they might never match the raw magick power of Bretons or Altmer.							

E	Pahmar			Beast	Warriors of Elsweyr		
HP3	MG2	STR9	AGL8	SPD6	WLP8	ARM7	26\$
Equipment:	Claws						
Special:	Cannot Parry, Extra Attack, Horizontal, Night Eye, Leadership <ul style="list-style-type: none">Pahmar may purchase armor upgrades						
<i>Smaller than the Senche, Pahmars greatly resemble lions and tigers in shape and size. Though they may not be ridden as mounts by the Suthay-raht, or similar Khajiit, they instead form large packs or skulk around their more frail brethren. Their ferocity is unmatched by the other subraces- the Pahmar are bestial enough, and mean enough to let their instincts wholly take over in combat. It is on battlefields that they pounce into enemy infantry amid feral cries and howls, teeth and claws searching for weak spots in armor. It is rare that a warrior can take the charge of a Pahmar without disfigurement or injury.</i>							

SP	Alfiq Jo			Beast		Warriors of Elsweyr	
HP1	MG17	STR-	AGL9	SPD5	WLP8	ARM4	35\$
Equipment:	Silky Fur, Little Adorable Paws						
Special:	Cannot Parry, Horizontal, Night Eye						
Spells:	Firebloom, Firewall, Lightning Bolt, Paralyze, Ward, Third Barrier <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
<i>Believed to not exist, Alfiq are a small subspecies of Khajiit that greatly resemble housecats. Despite their tiny size, and inability to speak, these beasts are remarkably intelligent. All of them are able to understand spoken words, though they seldom give any acknowledgment or attempt to communicate with the other subraces. What is most remarkable about the Alfiq is their ability to use magic. Small as they are, contained within each is a mind comparable to any man or mer sorcerer, though much more lazy. When hired on to fight during wartime the tiny Alfiq follow around larger Khajiit, using their bigger brothers and sisters as literal meatshields, casting magic as needed.</i>							

E	Dos			Infantry		Warriors of Elsweyr	
HP3	MG2	STR8	AGL10	SPD6	WLP9	ARM7-L	40\$
Equipment:	Battle Garb, Claws						
Special:	Agile, Extra Attack, Eye of Fear, Night Eye, Leap, Leadership.						
<div>Select one of the following;</div> <div><div><div></div><div><u>Goutfang</u>: Melee attacks benefit from +1 AP.</div></div><div><div></div><div><u>Whispering Fang</u>: The Dos gains First Strike.</div></div><div><div></div><div><u>Rawlith Khaj</u>: Instead of attacking, once per turn, you may attempt a special throw. Contest this model's AGL with a model in base contact, who will use their choice of AGL or STR. Should you succeed the target model loses any remaining Reaction, becomes prone, and must skip their upcoming turn to stand up. Horizontal creatures are immune.</div></div></div>							
<div>The Khajiit have long been captured and traded as slaves by the other races, torn from their homes and forever placed into servitude. As a result the felines take the topic of self-defense very seriously. Complimented by their natural claws, Khajiit have mastered forms of martial arts over centuries of worry. Many styles have been created, including Goutfang, Whispering Fang, and Rawlith Khaj.</div> <div>In various places within Elsweyr there exist monasteries of monks, those that practice and teach the use of these martial arts. It is somewhat uncommon for the warrior monks to leave the monasteries. Under times of great need or cajoling they might set out to join another fighting unit. The most common battlefield style is that of Goutfang, which teaches how to make short work of infantry, either by tearing open vital spots or transmitting force through armor.</div>							

[illegible]

S	Tribesman			Infantry		Saxhleel of Black Marsh	
HP2	MG2	STR7	AGL7	SPD5	WLP7	ARM6-L	10\$
Equipment:	Leather Armor, Spear <ul style="list-style-type: none"> • The Tribesman may replace their Spear with a Hand Weapon and Shield for free • The Tribesman may replace their Spear with a Shortbow for free • The Tribesman may replace their Leather Armor with Scale Armor (7-M) for 2\$ 						
Special:	Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic), Leadership						
<i>It is easy to underestimate Argonians, but those who know of them would not make this mistake. Living in the harsh, fetid, septic environment has made them exceptionally tough, to say nothing of the constant slave raids by Dres. They are most at home in an ambush scenario- springing out of muck, or out from behind trees, stabbing mercilessly with spear, before vanishing once more.</i>							

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S	Agaceph Poisoner			Infantry		Saxhleel of Black Marsh	
HP2	MG2	STR7	AGL8	SPD5	WLP7	ARM6-L	15\$
Equipment:	Leather Armor, Spear, Blowgun (Shortbow)						
Special:	Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic)						
Abilities:	Poison Weapon (Self, 1MG, select a weapon- the next time you hit an opponent it counts as Poisoned, and should it wound, also incurs a Fear check. This effect can be stacked on the Blowgun however many times.)						
<i>The Agaceph are a sub-race of the normal Argonian, who have very long, thin heads, almost bill-like in appearance. With their needle-like tongues they are able to collect sap from the polypore tree, which is notorious for causing agony and death in smooth-skins, and apply it to their weapons.</i>							

E	Paatru			Infantry		Saxhleel of Black Marsh	
HP2	MG2	STR9	AGL7	SPD4	WLP7	ARM8	18\$
Equipment:	Hand Weapon, Shield <ul style="list-style-type: none">The Paatru may replace their Hand Weapon and Shield with a two-handed melee weapon for 3\$						
Special:	Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic)						
The Paatru are a breed of Argonian that only live in the innermost areas of Black Marsh. They are tall creatures with large potbellies, long limbs, and a wide maw set with several rows of teeth. They are very xenophobic, killing outsiders on sight.							

E	Naga			Infantry		Saxhleel of Black Marsh	
HP2	MG2	STR8	AGL8	SPD6	WLP6	ARM8	23\$
Equipment:	Hand Weapon, Shield						
Special:	Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic)						
<i>Another breed of Argonian, the Naga resemble puff adders with black scales, and range from seven to eight feet in height. Generally living in the inner swamps of Black Marsh, they have had little contact with the outside world. They are notorious thugs, easily committing most of the crime within Black Marsh. They are responsible for kidnapping, robbing, and murdering wealthy Imperials.</i>							

SP	Scaled Sorcerer			Infantry		Saxhleel of Black Marsh	
HP2	MG12	STR7	AGL7	SPD5	WLP8	ARM6-L	26\$
Equipment:	Leather Armor, Staff <ul style="list-style-type: none">The Scaled Sorcerer may replace their Leather Armor with Newtscale Armor (7M) for 3\$						
Special:	Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic), Leadership						
Spells:	Firebloom, Lightning Bolt, Second Barrier, Ward, Balyna's Perfect Balm, Fortify Other <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Hunger (3M) for +32\$						
While not considered a very magically-prone race, the females of the Saxhleel have some innate magick skill, and often enough become powerful sorcerers. Female Argonians born under the Sign of the Mage, Apprentice, or Atronach have risen to great levels of magickal prowess, rising to positions of power within the foreign Mages Guild.							

SP	Witch Doctor			Infantry		Saxhleel of Black Marsh	
HP2	MG14	STR7	AGL8	SPD4	WLP9	ARM5-L	30\$
Equipment:	Rags, Staff <ul style="list-style-type: none">The Witch Doctor may take Bone Armor (7-H) for 3\$.						
Special:	Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic), Leadership						
Spells:	Poison, Poisonbloom, Second Barrier, Turn Undead, Balyna's Perfect Balm, Fortify Other <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$						
Argonian Healers, or Witch Doctors, are powerful spellcasters with mastery over Restoration magick. It is they who tend to the injured and sick of their people. Rumor has it that they are not entirely benevolent, and some have taken to learning Necromancy- desiring power over both aspects of life and death.							

SP	Shadowscale Initiate			Infantry		Saxhleel of Black Marsh	
HP2	MG9	STR7(9)	AGL9	SPD5	WLP9	ARM7-M	40\$
Equipment:	Newtscale Armor, Poisoned Hand Weapon						
Special:	Agile, Extra Attack, Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic)						
Spells:	Black Hand, Invisibility, Paralyzing Touch, Paralyze						
<i>Shadowscapes are Argonians born under the sign of The Shadow in Black Marsh. They are trained in the art of stealth and combat since a very young age, and are taught to serve their country as assassins. Infighting and killing among their recruits are heavily encouraged, as this only serves to bolster their fighting skills and discipline. Once a Shadowscale lives through training they are inducted into the Dark Brotherhood. The resources it takes to train a single Shadowscale are exceedingly expensive, and as a result, their numbers have been steadily declining.</i>							

E	Wamasu Hatchling			Beast		Saxhleel of Black Marsh	
HP4	MG6	STR10	AGL8	SPD3	WLP7	ARM9	50\$
Equipment:	Claws						
Special:	Cannot Parry, Extra Attack, Horizontal, Immune to Poison, Resistant to Disease (3-), Water Breathing (Aquatic)						
Spells:	Sparks						
<i>Wamasu are large dragon-like beasts that dwell in the swamps of Black Marsh. They are described as intelligent animals, with lightning running through their veins. Electricity pulses up and down their spine, and they seem able to enhance their bites with this same energy, or even launch it at foes in a mimicry of spellcasting. Ready-to-hatch eggs pulse with lightning- a clear sign for the Saxhleel Shaman or Chieftain of a potentially useful pet.</i>							

Pyandonean Raiders

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Maormer, also known as Sea Elves or Tropical Elves, are a race of Mer that reside on the island kingdom of Pyandonea, far south of the Summerset Isles. According to legend, the Maormer leader King Orgnum was once a phenomenally wealthy Aldmer nobleman, who used his finances to launch a rebellion against the powers of the land. He and his followers were banished for this to a place separated from Aldmeris by an impenetrable mist, Pyandonea, "The Veil of Mist". This boundary proved so effective that the followers of Orgnum never again disturbed their former countrymen in Aldmeris.

The Maormer were relentless in their drive to conquer Summerset, and there is scarcely a year throughout the First or Second Eras when they did not ravage the coastlines of the Altmer. Every attack launched by the Maormer against Summerset has been led by Orgnum himself, and despite the number of wars and strategies employed by the Maormer, each of these attacks has proved to be an ultimate failure. The last documented appearance of the Maormer was in 3E 110 in the War of the Isle. The united alliance of the kings of Summerset and Antiochus Septim, combining the Imperial fleet and the royal navies of Summerset Isle, together with the magical powers of the Psijic Order, succeeded in destroying the Pyandonean invading armada. It was said that the storm brewed by the Psijic of Artaeum so annihilated Orgnum's fleet that he was never again able to muster together enough of a force to dare another battle.

S	Corsair			Infantry		Pyandonean Raiders	
HP2	MG2	STR7	AGL8	SPD4	WLP9	ARM8-M	11\$
Equipment:	Elvish Armor, Hand Weapon, Shield <ul style="list-style-type: none"><i>The Corsair may replace their Hand Weapon with a two-handed melee weapon for 3\$</i>						
Special:	Water Breathing, Weakness to Fire/Frost/Shock, Leadership						
<i>Something something something</i>							

S	Pillager			Infantry		Pyandonean Raiders	
HP2	MG2	STR7	AGL8	SPD4	WLP9	ARM8-M	13\$
Equipment:	Elvish Armor, Crossbow, Hand Weapon <ul style="list-style-type: none"><i>The Corsair may replace their Crossbow with another hand weapon or shortbow for free</i>						
Special:	Water Breathing, Weakness to Fire/Frost/Shock						
<i>Something something something</i>							

S	Reaver			Infantry		Pyandonean Raiders	
HP2	MG2	STR8	AGL8	SPD4	WLP9	ARM9-H	18\$
Equipment:	Heavy Elvish Armor, Dual Hand Weapons <ul style="list-style-type: none">The Reaver may replace their Dual Hand Weapons with a two-handed melee weapon for 3\$						
Special:	Extra Attack, Water Breathing, Weakness to Fire/Frost/Shock, Leadership						
Something something something							

SP	Sapera			Infantry		Pyandonean Raiders	
HP2	MG6	STR8	AGL8	SPD4	WLP9	ARM8-M	23\$
Equipment:	Elvish Armor, Dual Hand Weapons <ul style="list-style-type: none">The Reaver may replace their Dual Hand Weapons with a Claymore for 2\$						
Special:	Agile, Immune to Poison, Triumvirate, Water Breathing, Weakness to Fire/Frost/Shock						
Spells:	Summon Snake (Summon Spiderling)						
Something something something							

S	Snake Swarm			Beast		Pyandonean Raiders	
HP4	MG2	STR7	AGL8	SPD4	WLP6	ARM7	25\$
Equipment:	Poisoned Fangs (Claws)						
Special:	Cannot Sprint, Cannot Parry, Extra Attack, Horizontal, Swarm						
Something something something							

SP	Ophimancer			Infantry		Pyandonean Raiders	
HP2	MG14	STR7	AGL8	SPD4	WLP9	ARM7-M	30\$
Equipment:	Elven Armor, Staff, Hand Weapon <ul style="list-style-type: none"> <i>The Serpent Sorcerer may replace their Elven Armor with Heavy Elven Armor (8-H) for 5\$</i> <i>The Serpent Sorcerer may replace their Hand Weapon and Staff with a Claymore for 3\$</i> 						
Special:	Immune to Poison, Water Breathing, Weakness to Fire/Frost/Shock, Leadership						
Spells:	Poison, Black Hand, Sparks, Lightning Bolt, Firewall, Summon Snake (Summon Spiderling), Second Barrier <ul style="list-style-type: none"> <i>May take Conjure Flame Atronach (2M) for +25\$</i> <i>May take Conjure Frost Atronach (3M) for +40\$</i> 						
<i>Something something something</i>							

E	Snake Rider			Infantry		Pyandonean Raiders	
HP2+1	MG2	STR8+1	AGL9	SPD4+3	WLP10	ARM8+1 M	33\$
Equipment:	Elvish Armor, Spear, Shortbow. Mounted. <ul style="list-style-type: none"><i>The Snake Rider may replace their Spear with a Hand Weapon and Shield for free</i>						
Special:	Cannot Sprint, Rampage, Water Breathing (Aquatic), Weakness to Fire/Frost/Shock, Leadership. Once dismounted the Snake Rider may spend a Long Action to regain the mount bonuses. Because their mount fights with them, the Snake Rider never loses the STR bonus offered by their mount, even if knocked off.						
Something something something							

E	Marauder			Infantry		Pyandonean Raiders	
HP3	MG2	STR8(10)	AGL9	SPD4	WLP10	ARM9-H	40\$
Equipment:	Heavy Elvish Armor, Glass Halberd <ul style="list-style-type: none"><i>The Marauder may replace their Halberd with a Glass Maul for free</i>						
Special:	Rampage, Water Breathing, Weakness to Fire/Frost/Shock						
<i>Something something something</i>							

Daedra

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From beyond the confines of the material world dwell strange and powerful beings, with little stake in their affairs other than cruel amusement. Some of these Princes of Oblivion, as they are called, are benevolent at times; others are nothing more than demons, and some are so alien to mortals that their true nature cannot be comprehended. It is from the bitter, the desperate, the vengeful, and the ambitious that cults spring up in service to these strange powers, mortals who have sold their souls to beings who see them only as playthings.

S	Stunted Scamp				Infantry		Daedra	
HP2	MG2	STR7	AGL7	SPD3	WLP6	ARM5	10\$	
Equipment:	Claws							
Special:	Resistant to Magick, Unbreakable							
Spells:	Flames							
<i>Scamps are weak enemies who serve Mehrunes Dagon. Small creatures with an affinity to flame, scamps can cast simple Destruction spells, or use their exceedingly sharp claws in melee combat. Stunted Scamps are the weaker variant of the normal scamp; the verifiable runts, bottom of the rung.</i>								

C	Cultist			Infantry		Daedra	
HP2	MG6	STR7	AGL6	SPD4	WLP7	ARM5-L	12\$
Equipment:	Robes, Staff						
Spells:	Select two of the following- Frostbite, Poison, Grave Curse, First Barrier						
Special:	Unbreakable, Leadership						
<i>Amongst the majority of Tamriel's populace, the Daedra are seen as naturally evil, as many concepts of evil are directly relative to the mortal world; for example, most Daedra cause disorder and chaos, which are generally not beneficial to mortal affairs. In many provinces where the human population dominates, Daedra are considered outright evil, and Daedra worship is outlawed. This has not stopped cults of Daedra worship from popping up across Tamriel, and in some locations their worship is accepted, or at least tolerated.</i>							

S	Scamp			Infantry		Daedra	
HP2	MG2	STR8	AGL7	SPD3	WLP7	ARM6	15\$
Equipment:	Claws						
Special:	Ethereal, Resistant to Magick, Unbreakable						
Spells:	Flames						
<i>Scamps are weak enemies who serve Mehrunes Dagon. Small creatures with an affinity to flame, scamps can cast simple Destruction spells, or use their exceedingly sharp claws in melee combat. Like many Daedra they are Immune to most weapons, which can make them a challenge for the unprepared.</i>							

S	Clanfear				Infantry		Daedra	
HP3	MG0	STR10	AGL8	SPD2	WLP-	ARM9	25\$	
Equipment:	Claws							
Special:	Ethereal, Unbreakable							
<i>Clannfears are dinosaur-like Daedra that resemble a lizard with a large, bony crest on their head and a sharp beak and talons. They walk on two legs and use their clawed arms much like a predatory dinosaur would. They are generally thought to be of animal intelligence, though it is possible that they are intelligent enough to be communicated with at times. Clannfear are not known to actively use magic, though some do have a damage shield of some sort. Although they are often associated with the Daedric Prince Mehrunes Dagon, they can be found throughout the various planes of Oblivion.</i>								

S	Flame Atronach			Infantry		Daedra	
HP2	MG10	STR8	AGL8	SPD3	WLP-	ARM7	25\$
Equipment:	Claws						
Special:	Aura Damage Fire (1-), Immune to Fire, Immune to Poison, Mindless, Weakness to Frost						
Spells:	Flames, Firebloom, Firebite						
<i>Flame Atronachs are the weakest and most common atronachs encountered. Constructed entirely of fire, Flame Atronachs resemble humanoid females wearing black metal armor. They possess horns, pointed ears, three fingers, and two toes. Flame Atronachs float above the ground at all times, and can fling bolts of fire at opponents.</i>							

S	Dremora			Infantry		Daedra	
HP3	MG3	STR8	AGL8	SPD4	WLP9	ARM8	26\$
Equipment:	Hand Weapon, Shield <ul style="list-style-type: none"><i>The Dremora may repalce their Hand Weapon and Shield with a two-handed melee weapon for 3\$</i>						
Special:	Ethereal, Reflect (1-), Unbreakable, Leadership						
Spells:	Second Barrier						
<i>Dremora are humanoid war spirits that resemble demon-like knights, and usually appear to be at least seven or eight feet tall. In battle, Dremora have been known to wear spiked, crimson Daedric armor. Notable features include grotesque horned faces with dark ashen grey, blue, purple or red complexions, skin that is dark red in color, and voices that are deep and guttural. Dremora make for ferocious combatants. This is not just because of their abilities as sorcerers and warriors, but also because, as creatures of Oblivion, they have no need to fear death.</i>							

E	Hunger			Infantry		Daedra	
HP3	MG6	STR9	AGL8	SPD3	WLP-	ARM8	32\$
Equipment:	Claws						
Special:	Ethereal, Immune to Fire, Immune to Frost, Immune to Shock, Resistant to Magick, Unbreakable						
Spells:	Dread Curse, Disintegrate Armor						
<i>The Hunger is one of the many daedric servants of Daedra Lord Boethiah and is known for its long tongue, demonic appearance, and uncanny ability to quickly destroy its opponents' armor and weapons. That's not to say they are easy to fight as a mage, as they seem completely immune to many forms of magick. The Hunger uses its long tongue to attack as well as its claws and spells.</i>							

S	Frost Atronach			Infantry		Daedra	
HP4	MG4	STR10	AGL7	SPD3	WLP-	ARM9	40\$
Equipment:	Claws						
Special:	Aura Damage Frost (1-), Immune to Frost, Immune to Poison, Mindless, Weakness to Fire						
Spells:	Frostbloom						
<i>This powerful Elemental Daedra not only causes damage with its vicious physical attacks, but also from the extreme cold aura it generates, which makes it immune to cold-based spells. Frost Atronachs can be summoned by mages, and are often hunted as a source of Frost Salts. They make for good defensive fighters, protecting summoners by their sheer size and bulk.</i>							

E	Dremora Kynval			Infantry		Daedra	
HP4	MG6	STR9	AGL8	SPD4	WLP9	ARM10-H	50\$
Equipment:	Claymore <ul style="list-style-type: none">The Dremora may repalce their Hand Weapon and Shield with a two-handed melee weapon for 3\$						
Special:	Ethereal, Reflect (1-), Triumvirate, Unbreakable, Leadership						
Spells:	Flames, Firebloom, Second Barrier						
<i>Dremora Kynvals are the most powerful of the rank and file Dremora that compose Mehrunes Dagon's armies. They are considered the equivalent of warrior-knights and show considerable potential in the ways of war. Like their cousins, they are known for being ferocious combatants, but are also much more adapt at fighting and spellcasting.</i>							

SP	Spider Daedra			Infantry		Daedra	
HP4	MG10	STR8	AGL9	SPD6	WLP9	ARM8-M	50\$
Equipment:	Claws						
Special:	Ethereal, Immune to Paralysis, Resistant to Fire, Unbreakable. Enemies are at -1 AGL to hit the Spider Daedra with ranged weapons. Can cast Summon Spiderling for no Magicka.						
Spells:	Sparks, Paralyze, Dread Curse, Grave Curse, Summon Spiderling.						
<i>These Daedra appear as giant spiders with human torsos, and are associated with Mephala. They are so unruly and irrational that not even Mephala's worshipers will often summon them, for fear that they will disobey orders. They are some of the more powerful Daedra, with formidable melee and spellcasting ability. They can summon Spiderlings to aid them in battle.</i>							

E	Storm Atronach			Infantry		Daedra	
HP6	MG12	STR10	AGL8	SPD3	WLP-	ARM8	60\$
Equipment:	Claws						
Special:	Aura Damage Shock (1-), Immune to Shock, Immune to Poison, Mindless, Reflect (1-)						
Spells:	Sparks, Lightning Bolt						
<i>The most powerful of all the atronachs, Storm Atronachs are immune to normal weapons and shock attacks, are resistant to poisons, and can reflect spells back at their caster. They often resemble a cloud of floating rocks, bound together by arcs of electricity. While</i>							

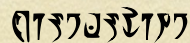
attacking in melee or casting magick they re-converge into a more man-like shape.

E	Ogrim			Monster		Daedra	
HP6	MG2	STR11	AGL8	SPD3	WLP-	ARM8	60\$
Equipment:	Claws						
Special:	Cannot Parry, Ethereal, Regenerate (2-), Unbreakable						
<i>Enormous Daedra with very little intellect, Ogrim are chiefly sent into the mortal world to menace living things for the amusement of Daedra Princes. They are most often associated with Malacath. They are immune to normal weapons and can regenerate wounds very quickly, which combined with their great size and strength, makes them quite difficult to fight.</i>							

E	Golden Saint			Infantry		Daedra	
HP4	MG6	STR8(10)	AGL9	SPD3	WLP-	ARM8	60\$
Equipment:	Golden Armor, Glass Weapon, Shield						
Special:	Aura Damage Shock (1-), Ethereal, Extra Attack, Unbreakable, Leadership						
Spells:	Dispel						
<i>Golden Saints are the spawn of Sheograth, and feared for their combat prowess. These Daedric women normally carry some sort of glass sword and shield, and are also able to dispel any harmful effects on themselves. Their name is sort of ironic, and dis-justified. Although they are elegant and otherworldly, Golden Saints are also very scornful of mortals. They are also prideful, arrogant, and outright cruel, and make no attempts to hide this.</i>							

E	Daedroth			Infantry		Daedra	
HP4	MG15	STR10	AGL7	SPD3	WLP-	ARM8	60\$
Equipment:	Claws						
Special:	Ethereal, Regenerate (1-, magick buff), Unbreakable						
Spells:	Firebloom, Frostbloom, Shockbloom, Poisonbloom, Second Barrier						
<i>Daedroth are crocodile-headed bipedal Daedra, associated with Molag Bal and Mehrunes Dagon. They are a strong, more animalistic type of Daedra, but still a dangerous foe with powerful clawed arms and moderate magical ability. Though some have been known to use weapons and wear simple armor, most attack with bare claws. Though they favor spellcasting they still have considerable physical strength.</i>							

Order of the Black Worm



The Order of the Black Worm was a powerful Necromancers cult that existed at some point around 2E 230 -- The Order of the Black Worm, or some form of it, dates back to the Second Era, when the Mages Guild was also created. Mannimarco, a member of the Psijic Order, was cast out for his practice of Necromancy and dark magic. Leaving the Isle of Artaeum, Mannimarco traveled to the mainland of Tamriel, where he continued his evil research. He began to draw followers to his side, dedicated witches and wizards that wished to study at his feet and learn the black art of Necromancy. These first Necromancers brought Mannimarco wicked and cursed artifacts for him to study—and indeed to draw power from. Using these artifacts, Mannimarco became the King of Worms, the world's first undying lich. Today the Order of the Black Worm is in shambles, though those that remain would sooner have it returned to power.

C	Zombie			Infantry		Order of the Black Worm	
HP2	MG0	STR7	AGL6	SPD3	WLP5	ARM8	6\$
Equipment:	Claws						
Special:	Cannot Sprint, Slow, Undead						
<i>Rotting corpses imbued with a false mockery of life, Zombies are often raised by Necromancers as expendable servants and soldiers. Zombies are not generally considered to be very dangerous, due to their slow gait and relative weakness. This is no reason to underestimate them, however, as hordes of such creatures can overwhelm even the greatest of warriors, and they are known to carry a multitude of infectious diseases.</i>							

C	Skeleton			Infantry		Order of the Black Worm	
HP2	MG0	STR7	AGL7	SPD3	WLP6	ARM6-L	7\$
Equipment:	Rags, Hand Weapon, Shield						
Special:	Cannot Sprint, Deathly Weakness to Blunt, Resistant to Ranged, Undead						
Throughout Tamriel, the long-dead lurk in the shadows, only bones remaining, but nevertheless moving with mysterious unlfe. Many of these skeletons are servants of necromancers; others, damned souls cursed to walk Nirn even after all their flesh has rotted away. But all are silent, mindless killers, deserving no pity from the living.							

S	Skeleton Guardian			Infantry		Order of the Black Worm	
HP2	MG0	STR7	AGL7	SPD4	WLP6	ARM6-L	10\$
Equipment:	Rags, Hand Weapon, Shield <ul style="list-style-type: none">The Skeleton Guardian may replace their Hand Weapon and Shield with a Longbow for 2\$						
Special:	Deathly Weakness to Blunt, Resistant to Ranged, Undead						
<i>Animated by more powerful magicks, Skeleton Guardians are more nimble and agile skeletons. This makes them more ideal as servants and protectors, quickly reacting to trouble, and to the commands of their master.</i>							

S	Zombie Hound			Infantry		Order of the Black Worm	
HP2	MG0	STR8	AGL7	SPD5	WLP5	ARM7	10\$
Equipment:	Claws						
Special:	Cannot Parry, Horizontal, Undead						
<i>While the Arts of Necromancy can be practiced on animals, such experiments rarely produce interesting results. The servant's ability to follow directions seems to be related to the subject's intelligence in life. While raising the corpse of a man, elf, or beastman can produce a useful servant, the corpses of animals produce mere guard dogs at best. Often a raised animal is unable to distinguish its master from the rest of the living and many amateur practitioners have been torn apart by the animal servants they created.</i>							

S	Wraith			Infantry		Order of the Black Worm	
HP2	MG6	STR8	AGL7	SPD3	WLP7	ARM6	13\$
Equipment:	Claws						
Special:	Cannot Capture Objectives, Ethereal, Undead						
Spells:	Grave Curse						
<i>Creatures seemingly wrought from pure shadow, the presence of a Wraith is preceded by a an almost palpable sense of dread. Wraiths are the spirits of long dead mages, trapped into this state either by the circumstances surrounding their death, or by being called up from the dead by a more powerful Wizard. Less than pleased with being denied their after life, Wraiths carry with them an unrelenting hatred for this plane of existence. So great is their malice towards the living that controlling them is less an issue of telling them what to kill, but what not to.</i>							

S	Headless Zombie			Infantry		Order of the Black Worm	
HP2	MG0	STR8	AGL7	SPD3	WLP6	ARM9-L	13\$
Equipment:	Rags, Claws						
Special:	Cannot Sprint, Diseased (1-), Undead						
<i>Rotting corpses imbued with a false mockery of life, Zombies are often raised by Necromancers as expendable servants and soldiers. Headless Zombies are a more powerful version of the ordinary zombie. Somehow the removal of the head, and different spell, causes these undead to become faster and stronger than they might be otherwise.</i>							

S	Skeleton Champion			Infantry		Order of the Black Worm	
HP2	MG0	STR8	AGL8	SPD4	WLP7	ARM8-M	15\$
Equipment:	Chainmail, Hand Weapon, Shield <ul style="list-style-type: none">The Skeleton Champion may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$						
Special:	Resistant to Ranged, Undead, Weakness to Blunt						
Created through more potent and time-consuming reanimation rituals, Skeleton Champions are far stronger than their lesser undead brethren. Knowing no fear, no pain, no rest, no compassion nor doubt, Skeleton Champions are implacable warriors that will stop at nothing to fulfill their master's ever order.							

SP	Necromancer				Infantry	Order of the Black Worm	
HP2	MG12	STR7	AGL8	SPD4	WLP9	ARM5-L	25\$
Equipment:	Robes, Staff <ul style="list-style-type: none">The Necromancer may replace their Robes with Chainmail (6-M) for 3\$						
Spells:	Flames, Frostbloom, Poison, Second Barrier, Grave Curse, Knit Flesh <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
Special:	Leadership						
<i>Necromancy is all too often a taboo and shunned school of magic, it's practitioners feared and reviled by the common people in most lands; Only in Alinor and the Imperial Province are the Black Arts practiced openly. In order to avoid persecution of their works, those mages and sorcerers who would wish to learn and study Necromancy must do so in secret, away from the ignorant fears and inhibitions of populated areas. Hiding themselves in caves and ancient ruins, Necromancers will often organize themselves into small cabals, so that they might benefit from a collective security and work together in their dark research. Such cabals form the main body of the Order of the Black Worm, comprising the vast majority of its members.</i>							

SP	Sload Warlock				Infantry	Order of the Black Worm	
HP2	MG16	STR7	AGL7	SPD3	WLP8	ARM6	33\$
Equipment:	Staff						
Spells:	Frostbloom, Poisonbloom, Blink, Third Barrier, Grave Curse, Knit Flesh, Animate Dead <ul style="list-style-type: none">May take Conjure Flame Atronach (2M) for +25\$May take Conjure Frost Atronach (3M) for +40\$						
Special:	Leadership						
<i>A powerful race of necromancers hailing from the Coral Kingdom of Thrass, the Sload are a force to be feared. Sworn enemies of the Altmer, they have plagued the Summerset Isles for centuries. They are perhaps most famous for the Thrassian Plague, a disease unleashed hundreds of years ago which led to the suffering and death of one-third of the inhabitants of Tamriel. These loathsome arcanists are masters in the spells of necromancy and teleportation, as well as other, forbidden magicks that are feared and shunned by other races. The Sload as a whole have no grasp of pity, altruism, or loyalty to anyone but themselves. They are willing to bypass any morals or laws to further advance themselves in the field of magic.</i>							

SP	Worm Eremite				Infantry	Order of the Black Worm	
HP3	MG16	STR8	AGL8	SPD4	WLP10	ARM8-H	50\$
Equipment:	Staff						
Spells:	Ice Spike, Poisonbloom, Firewall, Dread Curse, Ward, Knit Flesh, Animate Dead <ul style="list-style-type: none">May take Conjure Frost Atronach (3M) for +40\$						
Special:	Resistant to Ranged, Undead, Leadership						
<i>The process of becoming a Worm Eremite, the unliving martyrs of the Order of the Black Worm, is only undertaken by the most devoted and reverent of Mannimarco's followers. A creature very similar to a Lich, a Worm Eremite retains all the intellect and magical potency they had once possessed in life. There is, however, one key factor which separates them from Liches; They lack free will. Worm Eremites are bound undead, meaning that they are forever compelled to serve the one who created them. For the Worm Eremites, however, this is not a curse or a scourge, but a blessing. Created by and beholden to only Liches and greatest of living Necromancers, Worm Eremites have bound themselves into a state in which they might never cease their sacred duty to the Order of the Black Worm, and to their eternal service to their God.</i>							

Vampire Clans

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The vampire is one of the most powerful and feared of all the undead. While they are typically incredibly fast, gifted mages, and unnaturally strong, fear of vampires is abnormally great due to their ability to infect others, a fate often described as worse than death. Distrust and chaos can potentially bring down entire settlements should just one vampire infiltrate the populace. Vampires spread by giving mortals the disease Porphyric Hemophilia or Sanguinare Vampiris. Vampires tend to be organized into many different clans; in fact, there are over a hundred distinct kinds of vampire in Tamriel.

Special Rules:

Cover of Darkness. A Vampire Clans army that contains at least one Vampire model will force the battle to be Night Fighting– the maximum range of all spells and ranged weapons is 18" and they count as firing at the maximum range, for the greatest AGL penalty the particular weapon has.

Note. Not all Vampire Clans can be represented here; when in doubt use the closest Clan special that is fitting.

C	Mindslave			Infantry		Vampire Clans	
HP1	MG-	STR7	AGL7	SPD4	WLP5	ARM3	5\$
Equipment: Hand Weapon <ul style="list-style-type: none"> The Slave may replace their Hand Weapon with a Shortbow or Spear for 2\$ 							
<i>Mindslaves are the mind broken or forced slaves of the Vampire Clans. They are used to be fed upon the vampires, generally living in barely sanitary living conditions, and kept just alive. Normally a vampire would not risk bringing their cattle to battle, as the beings are invaluable sources of blood. Still, there is a time when even these lowly creatures might be required to show for battle.</i>							

C	Zombie			Infantry		Vampire Clans	
HP2	MG0	STR7	AGL6	SPD3	WLP5	ARM8	6\$
Equipment: Claws							
Special: Cannot Sprint, Slow, Undead							
<i>Rotting corpses imbued with a false mockery of life, Zombies are often raised by Necromancers as expendable servants and soldiers. Zombies are not generally considered to be very dangerous, due to their slow gait and relative weakness. This is no reason to underestimate them, however, as hordes of such creatures can overwhelm even the greatest of warriors, and they are known to carry a multitude of infectious diseases.</i>							

C	Skeleton			Infantry		Vampire Clans	
HP2	MG0	STR7	AGL7	SPD3	WLP6	ARM6-L	7\$
Equipment:	Rags, Hand Weapon, Shield						
Special:	Cannot Sprint, Deathly Weakness to Blunt, Resistant to Ranged, Undead						
<i>Throughout Tamriel, the long-dead lurk in the shadows, only bones remaining, but nevertheless moving with mysterious unlife. Many of these skeletons are servants of necromancers; others, damned souls cursed to walk Nirn even after all their flesh has rotted away. But all are silent, mindless killers, deserving no pity from the living.</i>							

S	Death Hound			Infantry		Vampire Clans	
HP2	MG0	STR9	AGL7	SPD4	WLP5	ARM7	14\$
Equipment:	Claws						
Special:	Cannot Parry, Horizontal, Undead. The Death Hound may deal normal or Frost damage when attacking.						
<i>Death Hounds are monstrous, undead canines who can often be found in the company of vampires. They have a bite as cold as the grave, which deals magical frost damage. Great care must be spent fighting these beasts, as their sheer speed and raw strength can be overwhelming. Worse still, there is always a vampire not far behind.</i>							

S	Skeleton Champion			Infantry		Vampire Clans	
HP2	MG0	STR8	AGL8	SPD4	WLP7	ARM8-M	15\$
Equipment:	Chainmail, Hand Weapon, Shield <ul style="list-style-type: none"><i>The Skeleton Champion may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$</i>						
Special:	Resistant to Ranged, Undead, Weakness to Blunt						
<i>Created through more potent and time-consuming reanimation rituals, Skeleton Champions are far stronger than their lesser undead brethren. Knowing no fear, no pain, no rest, no compassion nor doubt, Skeleton Champions are implacable warriors that will stop at nothing to fulfill their master's ever order.</i>							

E	Ghoul			Infantry		Vampire Clans	
HP2	MG0	STR8	AGL7	SPD3	WLP6	ARM9-L	18\$
Equipment:	Rags, Hand Weapon <ul style="list-style-type: none">The Ghoul may replace their Hand Weapon with a two-handed melee weapon for \$4						
Special:	Diseased (1-), Extra Attack, Undead						
These undead are the carrion eaters of dungeons, crypts, and other burial places. They feast on human corpses and other rotting flesh. Although they are not intelligent, they have a natural cunning that aids them in finding food. Because of their vile habits, ghouls have a chance of transmitting a disease to those they bite. Ghouls are normally forced into servitude by powerful necromancers or Vampires.							

E	Vampire Fledgling				Infantry	Vampire Clans	
HP2	MG0	STR8	AGL7	SPD4	WLP6	ARM7-L	18\$
Equipment: Rags, Hand Weapon, Shield <ul style="list-style-type: none"> The Vampire Neonate may replace their Hand Weapon and Shield with a Spear or Longbow for free The Vampire Neonate may replace their Hand Weapon and Shield with a two-handed melee weapon for 4\$ The Vampire Neonate may take Bonemold or Chainmail Armor (7-M) for 3\$ 							
Special: Diseased (1-), Leap, Night Eye, Undead, Weakness to Fire. The Vampire Neonate may be any one of the following clans: <ul style="list-style-type: none"> <u>Berne</u>: The Vampire Neonate begins the game under the effects of Invisibility. <u>Aundae</u>: Gains 8MG, Triumvirate, and any two Destruction spells costing 2MG or less. <u>Quarra</u>: Grants an additional 1HP. <u>Volkihar</u>: Resistance to Frost becomes Immune to Frost. May move over any Icy/Snow terrain at half SPD. <u>Thrafey</u>: Grants Regenerate (2-). <p>Vampires look distinctly different from unaffected persons; their faces, which cover their fangs, are unusually pale, and the eyes of some breeds of hungry vampires turn blood-red until their thirst is sated. Vampires are unable to age and immune to disease; while not impervious to death, a vampire may be killed only by meeting a violent end. A vampire's skin is also extremely susceptible to sunlight and flame, so much so that contact with it burns the skin.</p> <p>Fledgling are the lowest rank of Vampire; considered an abomination or monster by even the other undead, these beings are forced to live a lonely existence, or suffer cruel and challenging quests by their superiors. Only by benefiting the clan is a Fledgling allowed to increase in rank. Although these are the lowliest of all Vampire they can still be a considerable threat.</p>							

E	Vampire Stalker				Infantry	Vampire Clans	
HP2	MG0	STR9	AGL9	SPD4	WLP8	ARM7-L	25\$
Equipment: Rags, Hand Weapon, Shield <ul style="list-style-type: none"> The Vampire Stalker may replace their Hand Weapon and Shield with a Spear or Longbow for free The Vampire Stalker may replace their Hand Weapon and Shield with a two-handed melee weapon for 4\$ The Vampire Stalker may take Bonemold or Chainmail Armor (7-M) for 3\$ 							
Special: Diseased (1-), Leap, Night Eye, Undead, Weakness to Fire, Leadership. Before deployment you may decide if your Vampire Stalkers have the Scout special rule, or not. The Vampire Stalker may be any one of the following clans: <ul style="list-style-type: none"> <u>Berne</u>: The Vampire Stalker begins the game under the effects of Invisibility. <u>Aundae</u>: Gains 8MG, Triumvirate, and any two Destruction spells costing 2MG or less. <u>Quarra</u>: Grants an additional 1HP. <u>Volkihar</u>: Resistance to Frost becomes Immune to Frost. May move over any Icy/Snow terrain at half SPD. <u>Thrafey</u>: Grants Regenerate (2-). <p>Vampires look distinctly different from unaffected persons; their faces, which cover their fangs, are unusually pale, and the eyes of some breeds of hungry vampires turn blood-red until their thirst is sated. Vampires are unable to age and immune to disease; while not impervious to death, a vampire may be killed only by meeting a violent end. A vampire's skin is also extremely susceptible to sunlight and flame, so much so that contact with it burns the skin.</p> <p>Stalkers are the average rank of undead; these are the Vampires that have proven themselves to the clan. They are not servants to the majority of their clan-mates and are generally left to their own designs.</p>							

SP	Necromage				Infantry	Vampire Clans	
HP2	MG12	STR8	AGL8	SPD4	WLP9	ARM6-L	28\$
Equipment:	Robes, Claws <ul style="list-style-type: none">The Necromage may replace their Robes with Chainmail (7-M) for 3\$						
Spells:	Flames, Ice Spike, Poison, Second Barrier, Grave Curse, Knit Flesh <ul style="list-style-type: none">May take Conjure Frost Atronach (3M) for +40\$						
Special:	Diseased (1-), Leap, Night Eye, Undead, Weakness to Fire, Leadership.						
<i>Vampires look distinctly different from unaffected persons; their faces, which cover their fangs, are unusually pale, and the eyes of some breeds of hungry vampires turn blood-red until their thirst is sated. Vampires are unable to age and immune to disease; while not impervious to death, a vampire may be killed only by meeting a violent end. A vampire's skin is also extremely susceptible to sunlight and flame, so much so that contact with it burns the skin.</i>							
<i>Not all Vampires are capable of spellcasting, but those that were in life tend to be powerful spellcasters. This is further bolstered by the fact that Vampires need not bother themselves with petty laws and restrictions, allowing them to dabble in more distrusted schools of magick, such as Necromancy or Illusion. A powerful spellcasting vampire is often referred to as a Necromage.</i>							

E	O-1 Vampire Reaver			Infantry		Vampire Clans	
HP4	MG0	STR9	AGL9	SPD4	WLP8	ARM9-M	50\$
Equipment: Chainmail, Claymore <ul style="list-style-type: none"><i>The Vampire Reaver may replace their Claymore with a Sword and Shield or Longbow for free</i><i>The Vampire Reaver may take Plate Armor (10-H) for 5\$</i>							
Special: Diseased (1-), Leap, Night Eye, Undead, Weakness to Fire, Leadership. <i>The Vampire Stalker may be any one of the following clans:</i> <ul style="list-style-type: none"><u>Berne</u>: The Vampire Stalker begins the game under the effects of Invisibility. SPD is increased by 1.<u>Aundae</u>: Claymore is replaced with a staff. Loses 1STR, gains 12MG, and gains any three spells.<u>Quarra</u>: STR and SPD are increased by 1.<u>Volkihar</u>: Resistance to Frost becomes Immune to Frost. May move over any Icy/Snow terrain at half SPD.<u>Thrafey</u>: Grants Regenerate (2-).							
<i>Vampires look distinctly different from unaffected persons; their faces, which cover their fangs, are unusually pale, and the eyes of some breeds of hungry vampires turn blood-red until their thirst is sated. Vampires are unable to age and immune to disease; while not impervious to death, a vampire may be killed only by meeting a violent end. A vampire's skin is also extremely susceptible to sunlight and flame, so much so that contact with it burns the skin.</i> <i>Reavers are high-ranking undead, ranked greatly above most their kin, but below the most ancient of Vampire. Each and every reaver is terrible to behold- hundreds of years old, their bodies scarred and disfigured by their curse. Others are powerful spellcasters and entrapers, appearing as lovely but frightening beings.</i>							

WIP

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Snow Troll 50\$

HP4 STR10 AGL7 SPD3 MG0 WLP6 ARM9

Claws

Special: Cannot Parry, Extra Attack, Regenerate (1-)* (cannot heal if hit by a fire attack last/this turn)

Giant 80\$

HP5 STR10(11) AGL7 SPD3 MG0 WLP7 ARM10

Rags, Maul* (*Counts as Silver*)

Special: Cannot Parry, Fast Sprinter (10"), When this unit would deal a wound it deals two instead

Suggested Models

By Anonymous and Lolpwnt

Trollforged for Dunmer/Ordinators

Space 1889 by RAFM, the martians are kind of Tribal Dunmerish

Privateer Press Hex Hunter guys might work for Dunmer, but they might be 30mm

Reaper's Overlord faction has some heavily armored spikey dudes

Reaper has a fucking massive store, and I really recommend browsing through the whole damn thing in search of dunmer. it's a disheartening experience, but it was worth it for me.

Actually, to make things easier, here are model names that fit:

-Mika, Female Samurai (a little scantily clad, but totally decked out in chitin.)

-Corvus, Overlords Sergeant

-Threvus, Sword Master

-Nilnh, Female Elf Warrior

-Lathara the Sorceress (again skin, but she'd make a really cool conjurer of some sort.)

-Maeral, Female Elf

-Eredain, Mercenaries Mage

-Chivane, Red Mantis Assassin

-Red Mantis Assassin

-Anduriel, Elf Warrior (CLEARLY has Vivec on his belt, and his armor is nicely textured in the shot I have of him. Could be a paint trick.)

Iron Wind is another company with a day eating catalog. Their historical ranges are probably the best bet for things, but their fantasy lines also have a good couple things in them as well as some more or less okay ones.

shown are:

-Male Thief in Leather Armour

-dark elf

-Kunuchi (Female Ninja)

-Verrik Female Magister

-Nubian Archer

-Aztec Standard Bearer

Old Glory has a Samurai Wars section that might yield up a lot of good ashkin too. Mostly NPCs, but a few well armored and matching soldiers as well.

A lot of everything unfortunately has pretty historically accurate bamboo/grass/woven armor or whatever it was the samurai used.

Nords-

<http://www.oldgloryminiatures.com/products.asp?cat=34>

<http://www.oldgloryminiatures.com/products.asp?cat=172>

Imperial Legion-

<http://www.oldgloryminiatures.com/products.asp?cat=151>